£1.99

A BASKETFUL OF THUNDERBIRDS GOODIES MUST BE WON!
DVDs, VIDEOS, FIGURES AND DIE-CAST VEHICLES UP FOR GRABS...

GAME BOY power

FORMERLY KNOWN AS GAME THE GAME BOY COLOR MAG

WORLD EXCLUSIVE!

POKÉMON TRADING CARD GAME

reviewed and rated!

SOLUTION POKÉMON YELLOW

now you can catch 'em all!

THUNDERBIRDS ARE GO!

EXCLUSIVE!

international rescue raid the game boy color

ZELDA!

three new zelda games revealed!

WORLD EXCLUSIVE!

MICRO MACHINES V3

is this the best racer ever?

issue 5 • still only £1.99

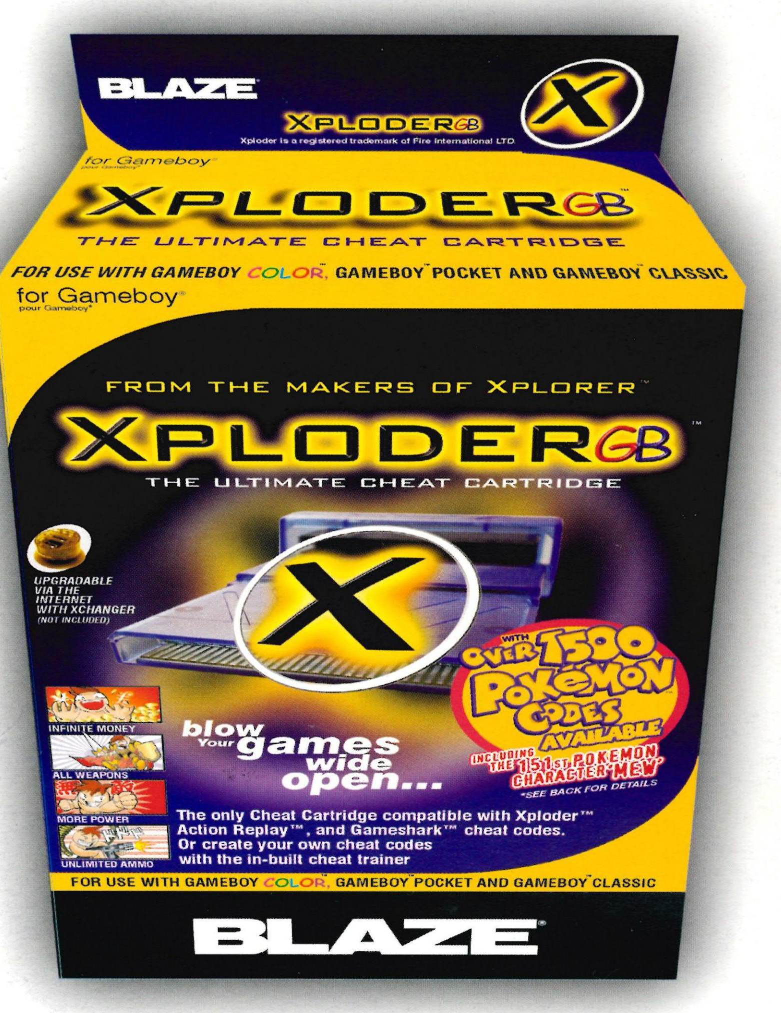
reviewed this issue

SPIDER-MAN, ISS 2000, POP N' POP
JIMMY WHITE'S CUEBALL, BUFFY
THE VAMPIRE SLAYER, JUNGLE BOOK,
DISNEY'S ALADDIN AND MANY MORE!

Quay MAGAZINE PUBLISHING A QUALITY PUBLICATION

12
9 771472 330001

THE UK'S NO.1*


BLAZE
XPLODERGB
Xploder is a registered trademark of Fire International LTD.
for Gameboy
XPLODERGB™
THE ULTIMATE CHEAT CARTRIDGE
FOR USE WITH GAMEBOY COLOR™, GAMEBOY™ POCKET AND GAMEBOY™ CLASSIC
for Gameboy
pour Gameboy
FROM THE MAKERS OF XPLORER™
XPLODERGB™
THE ULTIMATE CHEAT CARTRIDGE
UPGRADABLE VIA THE INTERNET WITH XCHANGER (NOT INCLUDED)
WITH OVER 1500 POKEMON CODES AVAILABLE
INCLUDING THE 151st POKEMON CHARACTER 'MEW'
*SEE BACK FOR DETAILS
INFINITE MONEY
ALL WEAPONS
MORE POWER
UNLIMITED AMMO
blow Your games wide open...
FOR USE WITH GAMEBOY COLOR™, GAMEBOY™ POCKET AND GAMEBOY™ CLASSIC
BLAZE®

The only Cheat Cartridge compatible with Xploder™ Action Replay™, and Gameshark™ cheat codes. Or create your own cheat codes with the in-built cheat trainer

Compatible with all Gameboy systems!
Transfer codes and upgrade your XploderGB with other Xploder GB users*.
The only Cheat Cartridge to use all Xploder;™
Action Replay™ and GameShark™ codes.
Hi-colour display (with GB Colour and Colour game)
Create your own cheat codes with the in-built cheat trainer
Built-in codes for over 200 games

INFINITE MONEY

MORE POWER

ALL WEAPONS

UNLIMITED AMMO

WITH OVER 1500 POKEMON CODES AVAILABLE

INCLUDING THE 151st POKÉMON CHARACTER 'MEW'

BLAZE®

Check out our websites:- http://www.firesoft.net, http://www.x-plorer.co.uk, http//:www.blaze.de, http://www.blaze-gear.com, http//www.xploder.net

FIRE INTERNATIONAL LTD. UNIT 15, SHAW WOOD BUSINESS PARK, SHAW WOOD WAY, DONCASTER, DN2 5TB. TEL: 01302 321905 FAX:01302 322061 Email: blaze@fire-international.ltd.uk

Gameboy is a registered trademark of Nintendo of America inc. This Product is not sponsored, endorsed or approved by Nintendo of America. Xploder is a registered trademark of Fire International LTD. Pokemon is a registered trademark of Nintendo of America. Gameshark is a registered trademark of Interact Accessories. Action Replay is a registered trademark of Datel Electronics Ltd.

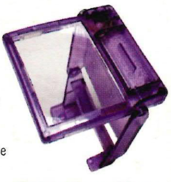
*Official Chart Track Figures (July 2000) The UK's best selling cheat device for any system

Unique compact adjustable design for optimum game play in low light and travel conditions.

Flexi Light

Allows Game Boy™ to be used with mains power - saves on batteries. Compatible with Game Boy™ Pocket & Colour.

AC Adaptor


Increases viewing screen by 40%. Twin screen lights for extra visibility in low light conditions. Compatible with Game Boy™ Pocket and Colour.

Light Magnifier

Provides up to 10 hours of game play - AC Adapter included. Compatible with Game Boy™ Colour.

AC Adaptor & Rechargeable Battery Pack

Connects Colour to Colour, Colour to Pocket or Pocket to Pocket Game Boy's™ for games with 'Link Play' option. Ideal for POKÉMON

System Link Cable

*Link cable required

BLAZE® ACCESSORIES AVAILABLE FOR GAMEBOY

check it out

Whatz goin' on in the new-look **GAME BOY power**

highlightz

cover story

4 POKÉMON TRADING CARD GAME

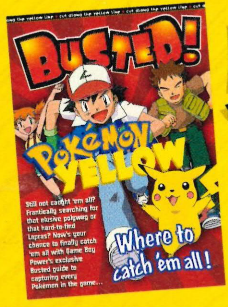
Is it as much fun as catching them all? Find out over on Page Four...

ZELDA RETURNS 12

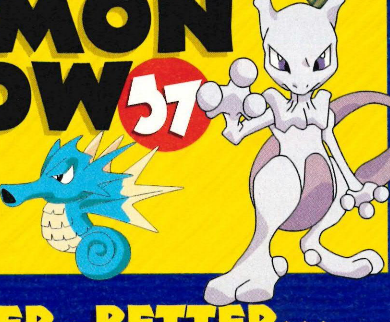
We give you a sizzling feature on the next three Zelda games. And they're lookin' good...

14 THUNDERBIRDS

International Rescue comes to the Game Boy...



POKÉMON YELLOW 57



Not yet caught 'em all? We give you the low-down on where to find all 151 Pokémon...

regularz

04 .... **Cover Story: Pokémon Trading Card Game**
Can it live up to the Pokémon legend?

06 .... **News and Previews**
All the latest news and more.

12 .... **Feature: Zelda's Back!**
Three new Zelda games on the way – we bring you the facts!

14 .... **Reviews**
Your guide to what's what in the world of Game Boy...

33 .... **Posters**
Decorate your walls.

37 .... **Reviews (continued)**
More hot reviews.

44 .... **Contact**
Our letters page is taken over by an alien!

46 .... **Bits & Pieces**
More top toys and great gadgets!

48 .... **Directory**
Don't buy a game without looking here...

52 .... **Xploder Xplosion**
Cheats codes for Blaze's top cart...

53 .... **Cheats Coupons**
Cut 'em out and keep 'em in your game box.

57 .... **Solution: Pokémon Yellow**
Your pull-out guide to one of the hottest games ever!

65 .... **Subs & Back Issues**
Get 'em while they're hot!

66 .... **Next Month/Classic Game Revisited**
What to expect in the next issue of Game Boy Power...

gamez

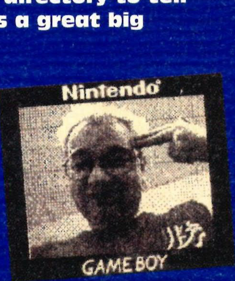
32 ..... Backgammon
37 ..... Batman of the Future: Return of the Joker
41 ..... Batman: Chaos in Gotham
29 ..... Buffy the Vampire Slayer
40 ..... Disney's Aladdin
30 ..... Disney's Donald Duck: Quack Attack
38 ..... Disney's jungle Book
20 ..... Harvest Moon
31 ..... Inspector Gadget
22 ..... ISS 2000
25 ..... Jeremy McGrath Supercross 2000
26 ..... Jimmy White's Cueball
18 ..... Micro Machines V3
43 ..... Noddy and the Birthday Party
39 ..... Pop n' Pop
24 ..... Power Rangers Lightspeed Rescue
28 ..... Project S-11
42 ..... Spider-Man
14 ..... Thunderbirds
23 ..... Track & Field Summer Games
27 ..... Tweetie's High-Flying Adventures
32 ..... Uno
21...... Winnie the Pooh Adventures in the 100 Acre Wood

editoriAL

BIGGER, BOLDER, BETTER...

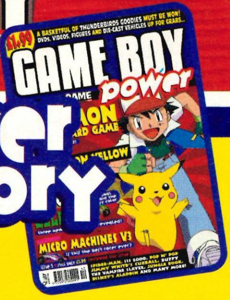
Welcome to the new-look Game Boy Power, formerly known as GAME. Because of the hot happenings and fantastic forthcoming games in the wonderful world of the Game Boy Color, we've beefed the mag to the max with more pages, bolder reviews, chunkier cheats and an ace directory to tell you exactly what's worth buying and what's a great big steaming pile of smeg.

So what do you think of the new-look mag? What do you like about it, and what would you rather we changed? This is YOUR mag, and we always listen to our readers, so your input is valuable. Write to our Contacts section and let us know – remember, letters printed win a prize!

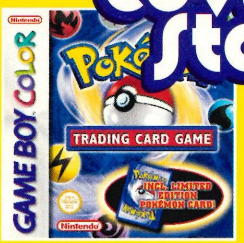


Ian Osborne, Editor

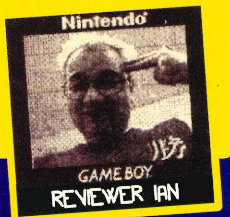
cover story


GAME BOY power
MICRO MACHINES V3

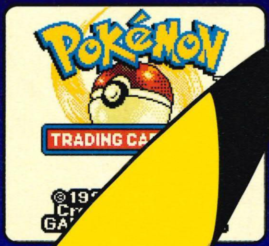
POKÉMON TR

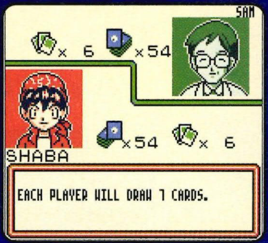

GAME BOY COLOR
TRADING CARD GAME
INCL. LIMITED EDITION POKÉMON CARD!
Nintendo

DAMAGE: £24.99
ON SALE: . . . . .OUT NOW
WHO: . . . . .NINTENDO
TYPE: . . . . .STRATEGY GAME

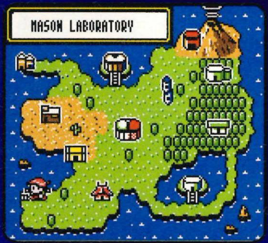

Nintendo
GAME BOY
REVIEWER IAN

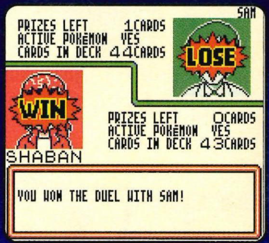
Did Nintendo play its cards right with this offering, or is it a cash-in dealt from the bottom of the pack? It's time to show its cards...


POKéMON
TRADING CA
©19
Cr
GA


SAM
×6
×54
SHABA
×54
×6

EACH PLAYER WILL DRAW 7 CARDS.


MASON LABORATORY


SAM
PRIZES LEFT 1CARDS
ACTIVE POKéMON YES
CARDS IN DECK 44CARDS
LOSE
WIN
PRIZES LEFT 0CARDS
ACTIVE POKéMON YES
CARDS IN DECK 43CARDS
SHABAN

YOU WON THE DUEL WITH SAM!

What a phenomenon. It's difficult to imagine a crazier craze than the Pokémon Trading Cards. People the world over, young and old, are collecting and swapping like mad, determined to find that elusive card and complete their collections. An American Senator tried to ban it, claiming that as the cards weren't printed in equal numbers, it was an illegal lottery (he lost). Headteachers have banned it from school playgrounds to prevent over-enthusiastic collectors fighting over sought-after cards. Meetings have been organised where collectors can trade and buy cards, and entire shops dedicated to the miniature monsters have opened up. Where will it all end?

As the two main homes for Pokémon have been the Game Boy and the trading cards, it was pretty inevitable that eventually the two would come together in a Game Boy trading card game. And here it is. But is it a cause for celebration, or just another Pokémon product to buy? A natural extension of the card outing, or a cheap cash-in that adds nothing to the Pokémon legend?

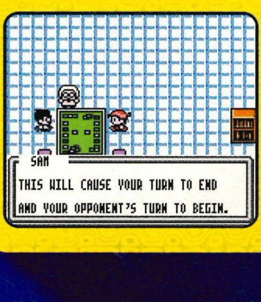
gotta deal 'em all...

The framework of the game is based on the *Red/Blue/Yellow* Pokémon titles. You aim to become a Pokémon Card Master by winning the legendary cards from eight Card-Club Masters. After entering the clubs, you take on a series of opponents before you get a crack at their leader, earning a badge if you finally succeed. No surprises there, then.

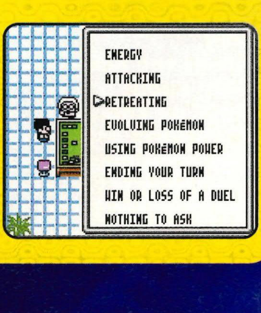
The combat owes its roots to the cards rather than the games. You choose a Pokémon to fight with, placing other Pokémon cards on the bench as substitutes. To strike, you must assign energy to your fighters, with other cards offering the chance to restore hit points or even evolve your basic Pokémon into a stronger, evolved form. The combat is quite tactical and strategic – you really do have to understand your Pokémon's

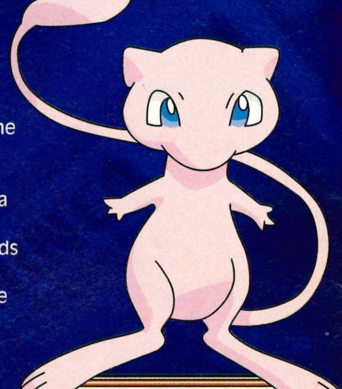
Play it Again, Sam...

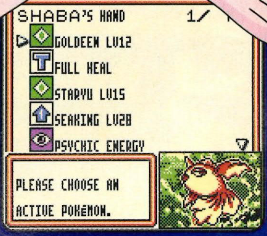
At the start there's a comprehensive tutorial for those not familiar with Pokémon trading cards. Here you're told how to fight, store energy, evolve Pokémon and retreat if things get rough.



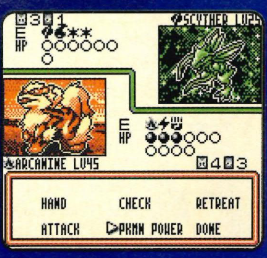
THIS WILL CAUSE YOUR TURN TO END AND YOUR OPPONENT'S TURN TO BEGIN.


ENERGY
ATTACKING
▷RETREATING
EVOLVING POKéMON
USING POKéMON POWER
ENDING YOUR TURN
WIN OR LOSS OF A DUEL
NOTHING TO ASK




SHABA'S HAND
1/
▷GOLDEEN LV12
FULL HEAL
STARYU LV15
SEAKING LV28
PSYCHIC ENERGY

PLEASE CHOOSE AN ACTIVE POKéMON.


3
1
E
HP
SCYTHER LV25
E
HP
ARCANINE LV45
4
3
HAND
CHECK
RETREAT
ATTACK
▷PKMN POWER
DONE

ADING CARD GAME

On the Cards...

Pokémon Trading Card Game features cards based on the Base Set booster packs and the Jungle and Fossil expansions. There are also over 20 new cards exclusive to the Game Boy Color game. You can also print out cards using the Game Boy Printer.

Blastoise
Ninetales
Venusaur
Dragonair
Charmeleon
Haunter
Koffing
TRAINER
Professor Oak
Discard your hand, then draw 7 cards.

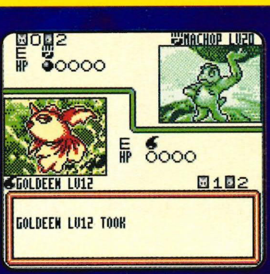
abilities and which energy cards it requires to use its attacks. Read your cards' texts carefully and pay full attention – we're not talking rocket science here, but it's a lot more complex than a quick game of Snap.

dealing on a full deck

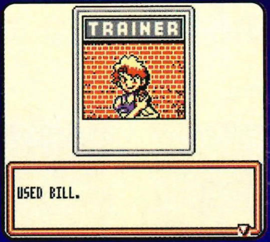
Let's get something straight right now – *Pokémon Trading Card Game* is fun. Lots of fun. Now let's get something else straight. It's not as good as the *Red/Blue/Yellow* offerings. Why? Well, collecting the game's 226 Pokémon cards and putting them in the album is somehow less thrilling than capturing, rearing and fighting 151 monsters, building your Pokédex as you go. Perhaps it's because knowing the battling creatures only represent playing cards somehow breaks the spell. Also, while it's one smeg of a challenge to gather all 226 cards, sometimes the action feels a little repetitive after a while. The card graphics are pretty basic too – can you imagine Pokémon cards catching on if they really looked like this?

Criticisms aside, *Pokémon Trading Card Game* is a long way from poor – in fact it's really pretty good. Think of it as a one-player version of the card game with a storyline and you're not far wrong. And if that's what you want from the game, you won't go far wrong either.

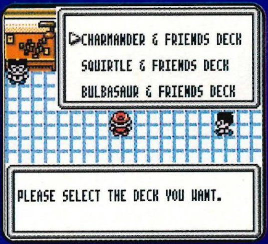
ian osborne



GOLDEEN LV12 TOOK

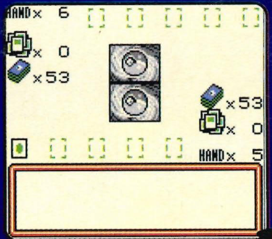


USED BILL.

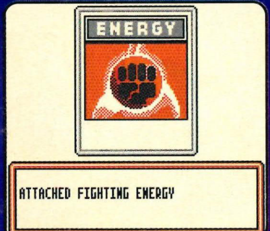


CHARMANDER & FRIENDS DECK
SQUIRTLE & FRIENDS DECK
BULBASAUR & FRIENDS DECK

PLEASE SELECT THE DECK YOU WANT.



WATER CLUB MEMBER AMANDA
LONELY FRIENDS DECK

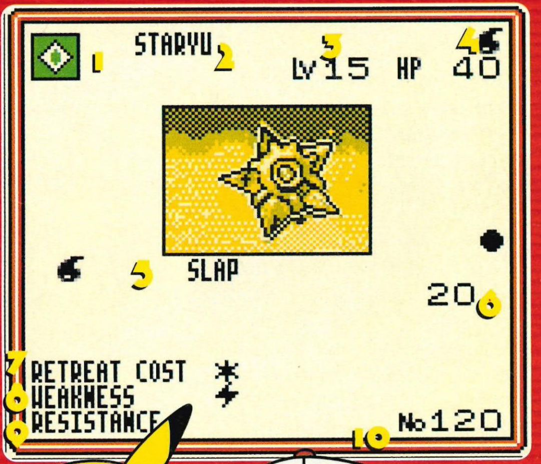


ATTACHED FIGHTING ENERGY

Wotz Where...

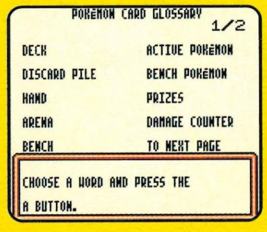
The Pokémon cards are, as expected, stats-packed. Here's a guide to what they show...

1 This symbol shows this is a basic Pokémon.
2 The name of the monster in question.
3 Current level and hit point rating.
4 The Pokémon's energy type (in this case, Water).
5 The Pokémon's attack and the energy card it needs to perform it.
6 Damage inflicted by the Slap attack.
7 Energy card needed to retreat ('*' means any card).
8 Energy attacks the Pokémon is weak against (here Lightning).
9 Energy attacks the Pokémon is especially strong against (here none).
10 The card's number.



Game Glossary

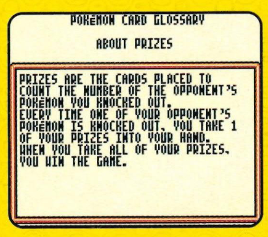
Getting confused? During battles you can access the Glossary, where you can check out the lingo used in Pokémon Card Game. All the terminology and expressions are explained.



POKEMON CARD GLOSSARY
1/2

DECK	ACTIVE POKEMON
DISCARD PILE	BENCH POKEMON
HAND	PRIZES
ARENA	DAMAGE COUNTER
BENCH	TO NEXT PAGE

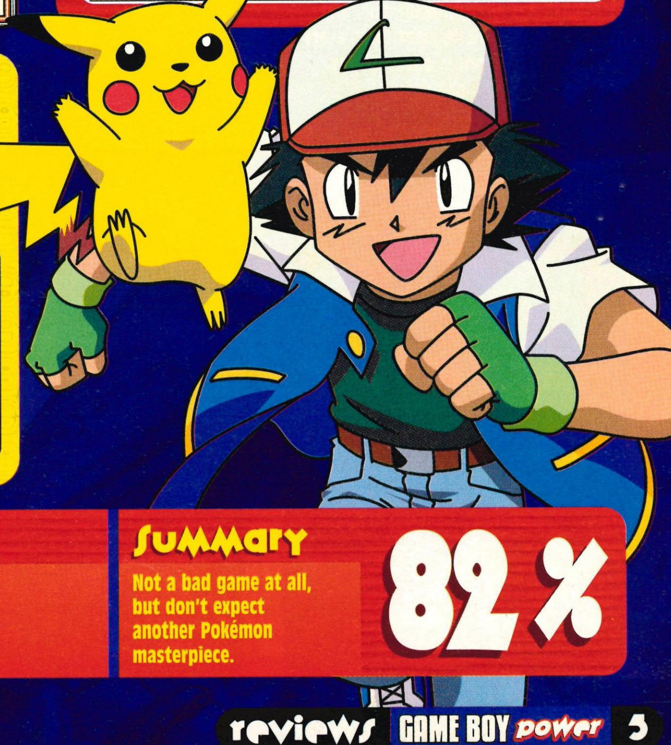
CHOOSE A WORD AND PRESS THE
A BUTTON.



POKEMON CARD GLOSSARY

ABOUT PRIZES

PRIZES ARE THE CARDS PLACED TO COUNT THE NUMBER OF THE OPPONENT'S POKEMON YOU KNOCKED OUT.
EVERY TIME ONE OF YOUR OPPONENT'S POKEMON IS KNOCKED OUT, YOU TAKE 1 OF YOUR PRIZES INTO YOUR HAND.
WHEN YOU TAKE ALL OF YOUR PRIZES, YOU WIN THE GAME.



power scorez

uppers

Collecting
Fighting
Exploring

downers

Poor card graphics
Can get repetitive

summary

Not a bad game at all, but don't expect another Pokémon masterpiece.

82%

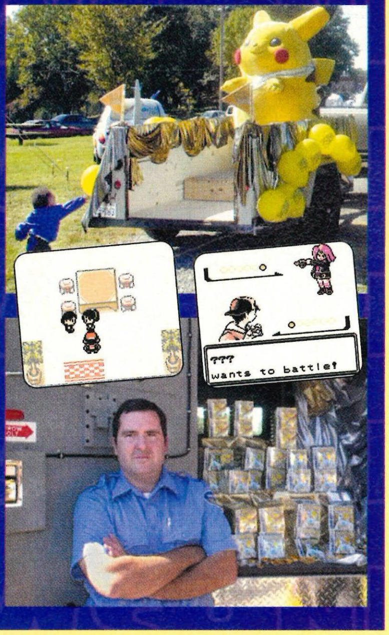
BLITZ!

Christmas is coming, and can't you just tell? There's a veritable avalanche of GBC games on the way, and the Advance to look forward to next year. Let's check out what's in store...

MORE GOLD AND SILVER AT FORT KNOX

Nintendo launched Pokémons Gold and Silver at the Fort Knox military base in Kentucky, USA, on 15th October. As the base is home of the US gold reserves (or to put it another way, the American Government store all their dosh in it), security was tight. Pikachu arrived under a military escort and unveiled the carts, which the kids from the local area then got to play. This was followed by a part, featuring face painting, an adventure trail and more.

While we're pleased the American kids had a great time, we can't help asking why we Brits have to wait until next March for our copies of Gold and Silver. The translation into English has already been done, and the UK carts will be identical in every way to the American ones, so why the delay, Nintendo?

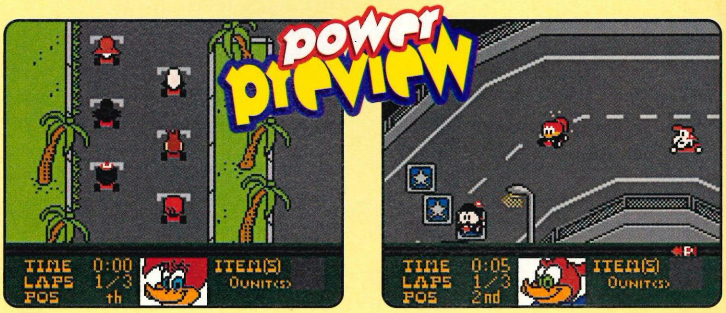


WOODY'S WHEELY WILD WACING!

WOODY EXTREME RACING...

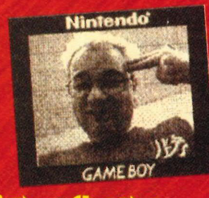
Due from Konami early next year is *Woody Extreme Racing*. A top-down racer with its tongue firmly in its cheek, the game's kinda like a cross between *TOCA* and *Mario Kart*. Which to our ears is great news. All Woody's friends are there, including Chilly Willy and Wally Walrus, and you've 12 wacky courses to race on. Expect power-ups a-plenty too.

TOCA showed us how good a racer can be without using the into-the-screen perspective (let's face it, these behind-the-car efforts can be very samey), and this issue's stunning *Micro Machines V3* proves it can be done without being too serious. Woody's cartoony kart-style capers could well prove a top game.



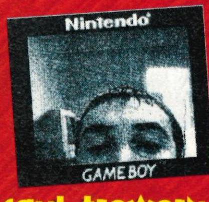
THE GUILTY PARTIES...

Ever wondered what the team do for relaxation when we're not pounding away on our Game Boys? Here's what we've been up to this month...



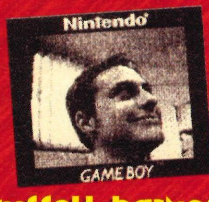
ian osborne

Ian's been so busy with the new-look magazine he's hardly been out at all this month. "I've been working flat out", he complained. "I don't know how I managed it." Or maybe that's just his excuse for not having a life...



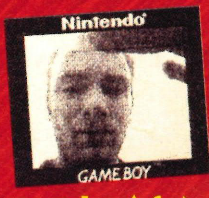
saul trewern

Saul's the team's party animal. Whether it's a booze-up round his mates or a jelly-and-ice-cream bash at the church hall, if he ain't there, the party ain't worth going to. Or so he says. "I live on the edge", he gushed. Someone push him over it...



russell barnes

The call of love is strong for little Russell. He's just been up to Yorkshire with his new girlfriend. Ahhhh! "I love her", he swooned. Soon he'll hear the pitter-patter of tiny little feet. And that's just his own...



greg howson

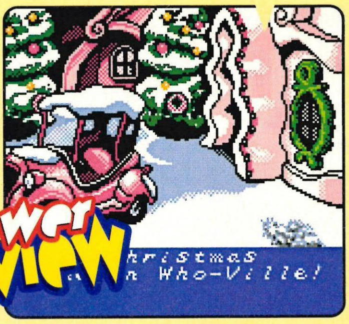
Gung-ho new guy Greg takes no nonsense from anyone. "Where I've been is none of your damned business", he screamed. "And don't speculate either." Sounds like another geezer who hasn't got a life...

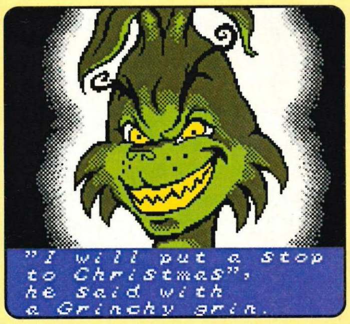
Nintendo
GAME BOY

karen wyatt

Karen joins us as a guest reviewer this ish. "These pictures of me could launch my career as a model", she gushed wishfully. She's wisely kept her day job, though. And no, she doesn't wear a wig.

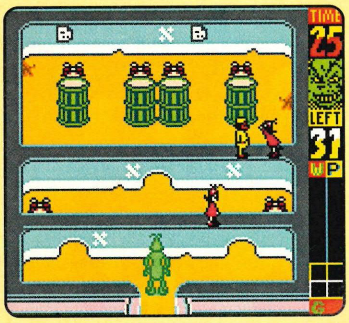
CARREY ON GRINCHING!


Christmas
n Who-Ville!

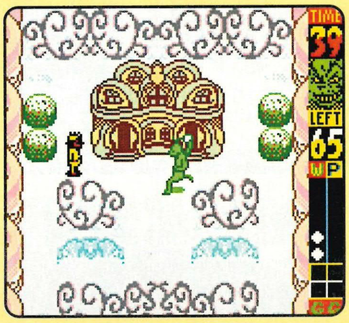

"I will put a stop
to Christmas",
he said with
a Grinchy grin.

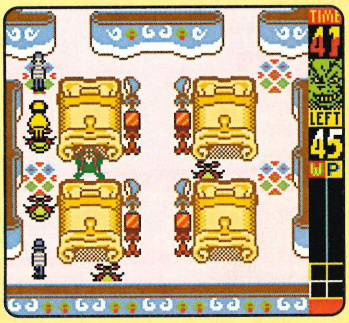
THE GRINCH...

power preview


TIME
25
LEFT
37
WP

Coming our way early next year, courtesy of Konami, is *The Grinch*. The game's based on the live-action movie starring Jim 'Rubber Face' Carrey which opened last month in the States, and the film is in turn based on the Dr Seuss story *How the Grinch Stole Christmas*. The game's developed by Universal Interactive Studios, so expect it to be very slick. You play The Grinch himself, and must explore Whoville in a puzzle-solving action adventure, assisted by your trusty canine Max.

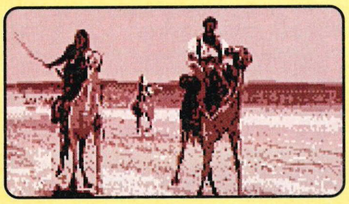

TIME
39
LEFT
65
WP

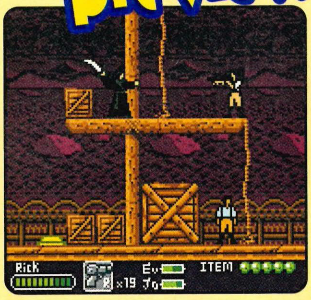

TIME
41
LEFT
45
WP

PYRAMID POWER!

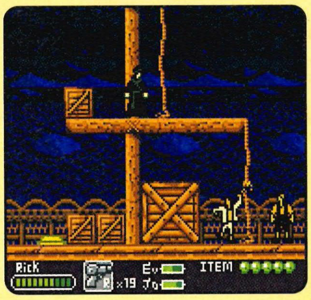
THE MUMMY...

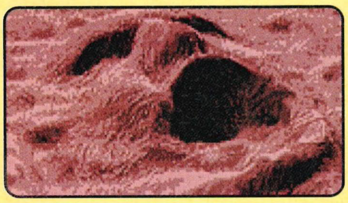
power preview

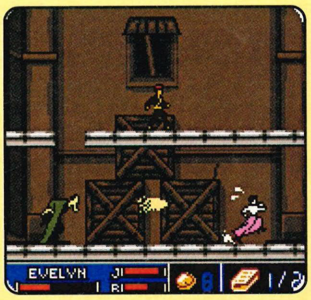



RICK
×19
ITEM

Judging by the screenshots, Konami's *The Mummy* will win no prizes for originality, offering single-minded platform blasting action all the way. Again developed by Universal Interactive Studios and based on a forthcoming box-office blockbuster, *The Mummy* features 15 frightening levels set in the lost city of Hamunaptra. There's some puzzles to solve, but the heart of the action's mindless monster-mashing, and probably none-the-worse for it. Also going on the screenshots, the game seems to have a seriously impressive intro sequence. Also, the visuals during the game look top. Even if *The Mummy* proves pretty unoriginal, it could still prove a hit when released early next year.


RICK
×19
ITEM

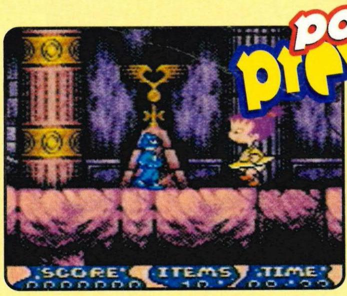


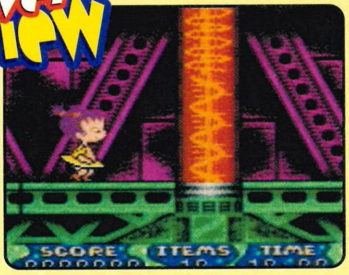


RUGRATS IN PARIS...

TINY TERRORS IN GAIS PARIS

power preview

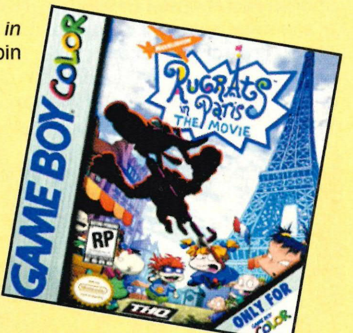

SCORE
ITEMS
TIME

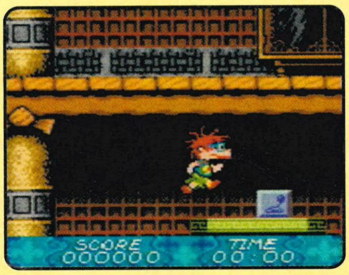

SCORE
ITEMS
TIME

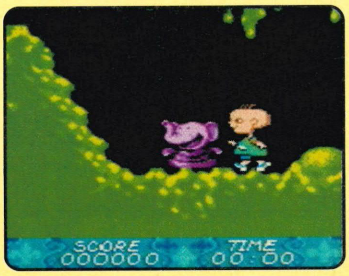
Based on the upcoming film *Rugrats in Paris: The Movie*, GBC owners can join the Rugrats gang as they travel to Euro Reptarland. Players guide their favourite Rugrats character through 15 huge levels of Euro Reptarland and Paris in search of parts to fix Stu's mechanical Reptar.

Players can ride roller-coasters, play carnival style games, get chased by ninjas, and even take on Robosnail!

With artwork and game levels based on *Rugrats in Paris: The Movie*, kids can re-live the movie over and over on Game Boy Color! Of course, just like Angelica always says, "I already learned how to parsley-voo francy!". Look out for this one next year.


GAME BOY COLOR
Rugrats in Paris THE MOVIE
RP
THQ
ONLY FOR COLOR


SCORE
000000
TIME
00:00

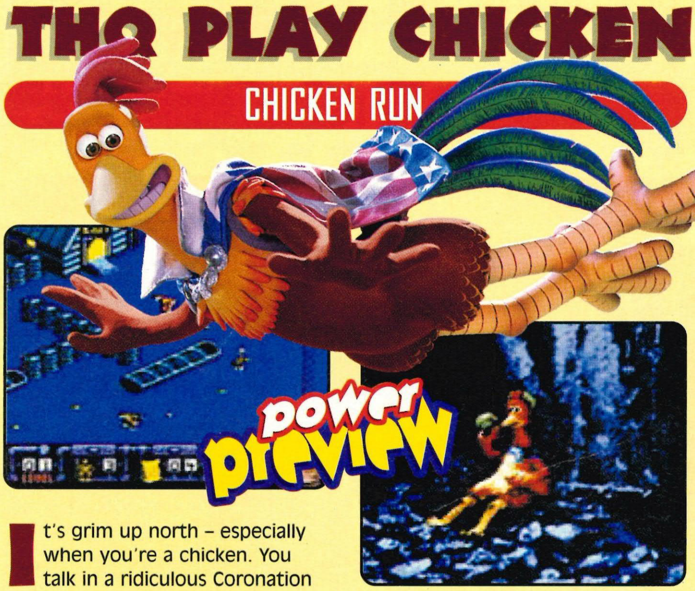

SCORE
000000
TIME
00:00

SEW WHAT?

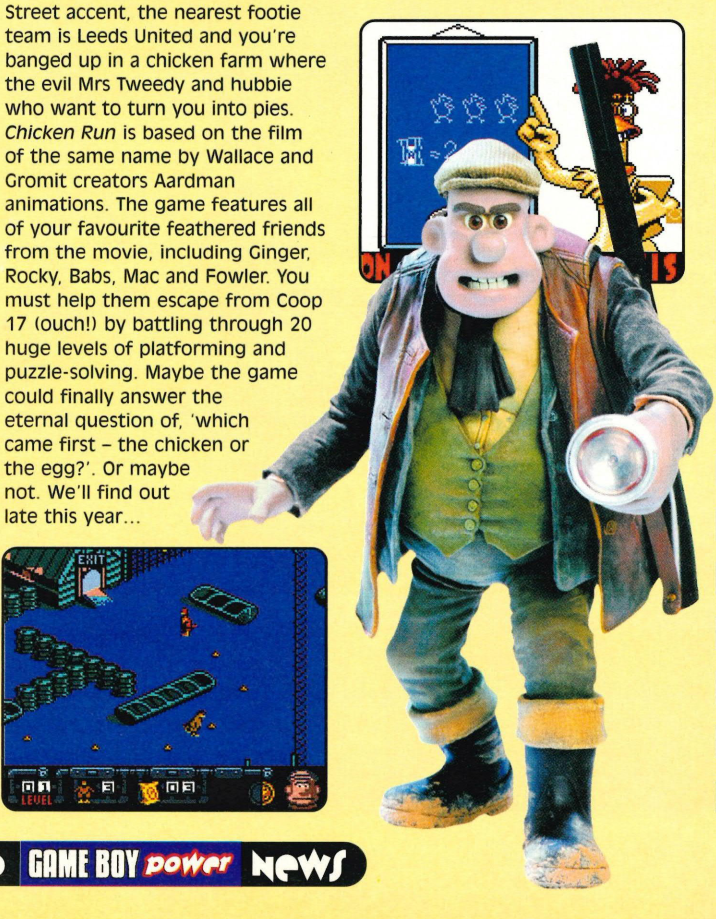
Way back in Issue One, we told you about the Game Boy-compatible sewing machine released in Japan in the summer. Well, this month it reaches the States. The Izek, a joint venture by Singer and Nintendo, connects to the Game Boy and downloads sewing stitch patterns, buttonholes, numbers and icons from a special cart. The machine is available from specialist sewing shops in the US. We've no idea whether it will be released over here, and frankly we don't really care, but if it is, we'll let you know anyway.

THQ PLAY CHICKEN

CHICKEN RUN



It's grim up north – especially when you're a chicken. You talk in a ridiculous Coronation Street accent, the nearest footie team is Leeds United and you're banged up in a chicken farm where the evil Mrs Tweedy and hubbie who want to turn you into pies. *Chicken Run* is based on the film of the same name by Wallace and Gromit creators Aardman animations. The game features all of your favourite feathered friends from the movie, including Ginger, Rocky, Babs, Mac and Fowler. You must help them escape from Coop 17 (ouch!) by battling through 20 huge levels of platforming and puzzle-solving. Maybe the game could finally answer the eternal question of, 'which came first – the chicken or the egg?'. Or maybe not. We'll find out late this year...

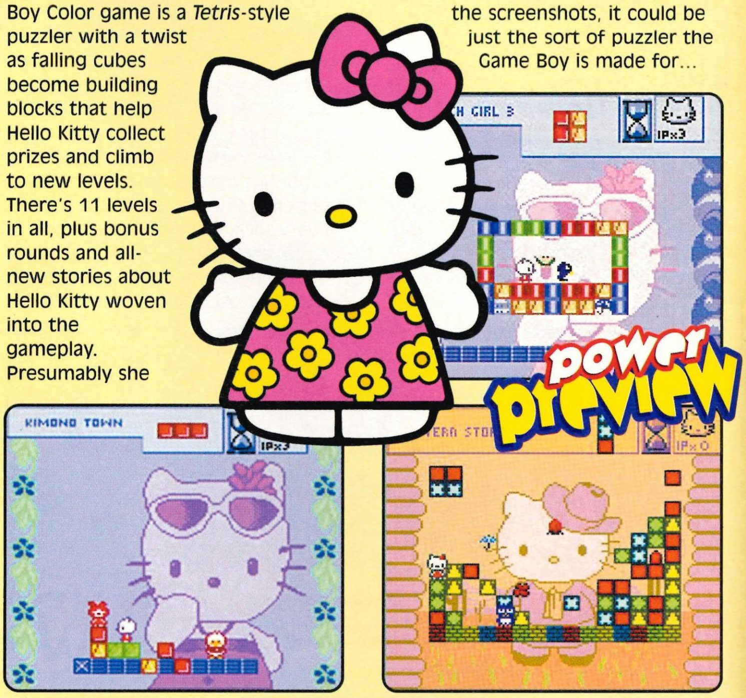


CLAWS ENCOUNTERS OF THE FURRED KIND?

HELLO KITTY'S CUBE FRENZY

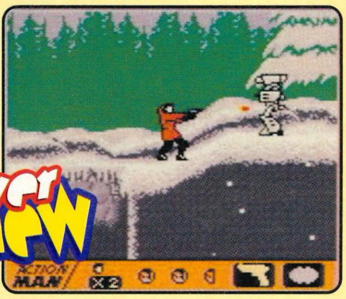
Hello Kitty is one of the most popular cutsie cartoon characters of all time, and she's soon to star in a game of her own. Her enchanting new Game Boy Color game is a *Tetris*-style puzzler with a twist as falling cubes become building blocks that help Hello Kitty collect prizes and climb to new levels. There's 11 levels in all, plus bonus rounds and all-new stories about Hello Kitty woven into the gameplay. Presumably she doesn't scratch your furniture to pieces and wee on the carpet, though.

Look out for *Hello Kitty's Cube Frenzy* early next year. Judging by the screenshots, it could be just the sort of puzzler the Game Boy is made for...



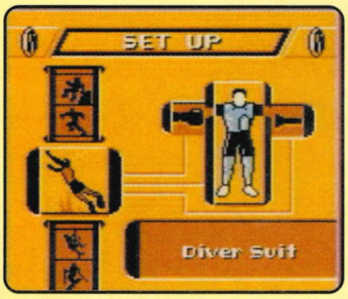
ACTION MAN...

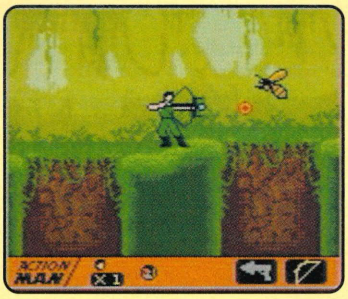
PLASTIC PECTORALS TO THE FORE!

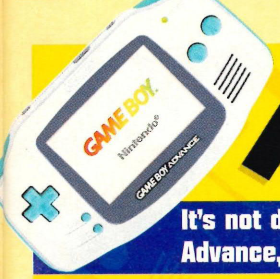


THQ has snatched the rights to publish *Action Man* the on the Game Boy Color. He's a realistic hero who uses his extraordinary athletic ability in extreme sports, superior intelligence and a sixth sense called the 'AMP factor' to combat evil around the globe.

At the time of writing, not too much is known about how it plays, but it will be developed by Natsume and released in Spring 2001.







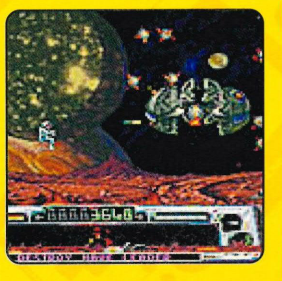
Advance to go!

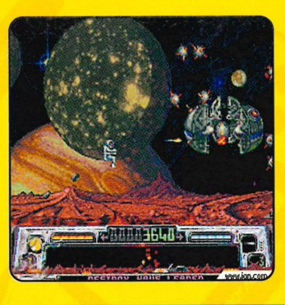
It's not due out until next summer, but there's already a brace of cool games in development for the Game Boy Advance, Nintendo's superb next-gen hand-held. Let's take a look at some of the hot offerings in the pipeline...

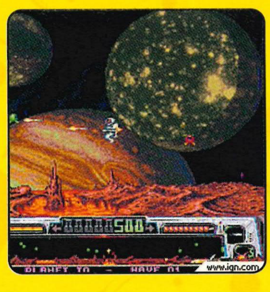
DROPZONE

Dropzone, Archer Maclean's cool Defender clone, is an all-time classic. Facing scores of aliens attacking a barren planet, you must topple the terrors before they kidnap humans and turn them into, erm; actually, we've no idea what they do with them, but an alien who successfully steals a human becomes a high-powered super-alien, so perhaps they turn them into rocket fuel.
It's fearsomely 2D, but anyone who's played R-Type DX knows this is no bad thing. The action is fast, and the graphics very reminiscent of the SNES Dropzone. Look out for the huge end-of-level baddies added to the new game too.

Dropzone sacrifices subtlety for speed, depth for dynamics and complexity for carnage. It's a brain-off, button-down blast from the old school – only hardened blasters need apply.

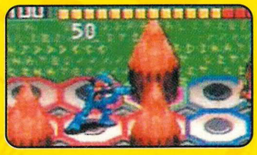


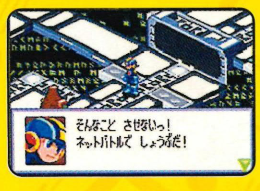




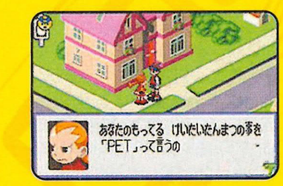
MEGA MAN EXE

Mega Man has become a videogaming icon, but not always a welcome one. In the days of 2D platformers he ruled, with imaginative level design and an unbelievable array of abilities, but unlike Mario he failed to successfully make the transition to the third dimension, and his latter-day 2D efforts were devoid of the imagination and flair that marked his early outings. For better or for worse, though, Mega Man is coming to the Game Boy Advance.
Perhaps recognising the weaknesses of the Man's last few games, the GBA offering, Mega Man EXE, adopts a whole new game style. It's a turn-based RPG/card battle hybrid, and you don't play Mega Man – at least not directly. Instead you play a kid who controls Mega Man as if he was a virtual pet.
It's very brave of Capcom to make such revolutionary changes in game style, but it could be just what Mega Man needed. Let's hope so...



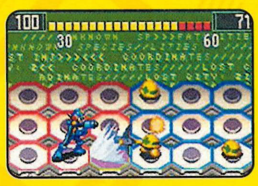


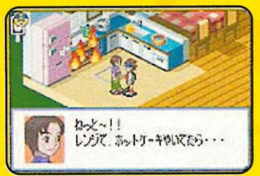
そんなこと させないっ！
ネットバトルで しょうぶだ！



あなたのもってる けいたいたんまつの事を
「PET」って言うの

あなたのもってる けいたいたんまつの事を
「PET」って言うの

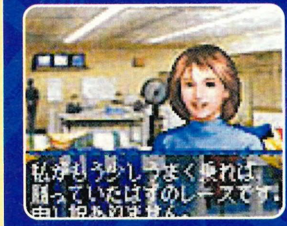




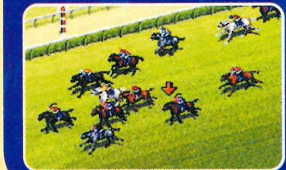
ねっと～！！
レンジで、ホットケーキやいてたら・・・

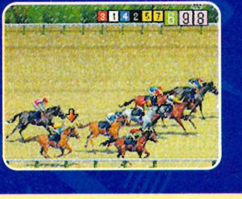
WINNING POST

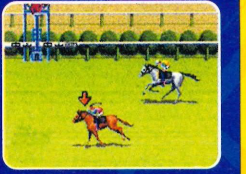
This is, of course, Japanese. Even without the Japanese text on the screenshots, you just know it comes from the Land of the Rising Sun as soon as you check out the plot. It's a game about horse racing. Train your nag, race it, win money, bet; it's pure simulation too, with no control over the horses on the track. This one seems unlikely fare for a European release, but who would have expected Tamagotchi or Beatmania either? You never know...



私がもう少しうまく乗れれば
勝っていたはずのレースです。







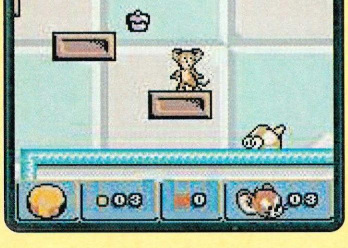
MEECES TO PIECES...

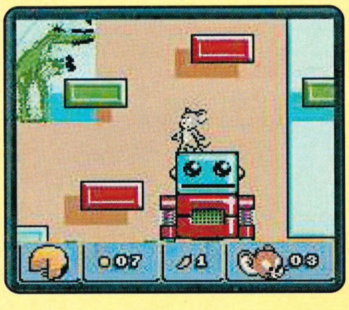
power preview

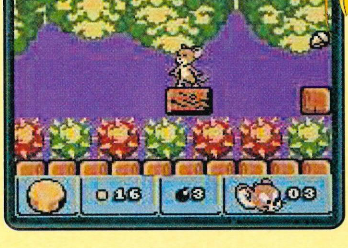
TOM AND JERRY IN MOUSE ATTACKS...

Why doesn't Tom give up? Let's face it – he's the least successful cat in history – Jerry gets the better of him every time. Why doesn't he just retire, and spend his days falling asleep on people's laps? Will he never learn?
Apparently not – he's been up to his old tricks again, and this time he's kidnapped all of Jerry's friends. As Jerry, you encounter adventures, solve over ten mini-games and battle bosses in order to rescue your friends from Tom's clutches. There are six levels to tackle, each with a boss baddie at the end. No doubt you'll be setting fire to Tom's feet, getting him sucked into vacuum cleaners and annoying a bulldog and blaming Tom for it too...

TOM and JERRY TM





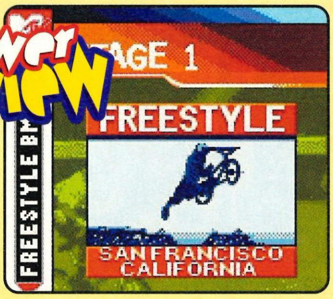


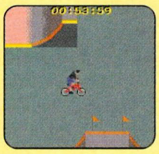
MTV SPORTS: TJ LAVIN'S ULTIMATE BMX...

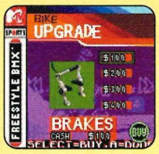
I WANT MY MTV

power preview

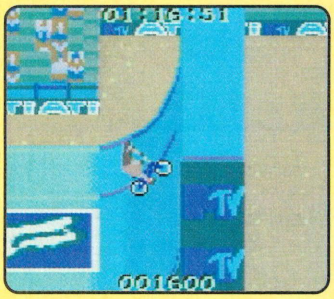
GAME BOY COLOR
T.J. LAVIN'S ULTIMATE BMX
RP
ONLY FOR GAME BOY COLOR
THQ


STAGE 1
FREESTYLE BMX
FREESTYLE
SANFRANCISCO CALIFORNIA




BIKE
UPGRADE
FREESTYLE BMX
BRAKES
CASH $100
BUY

What a mouthful! *MTV Sports: TJ Lavin's Ultimate BMX* certainly wins a prize for its big name, but will it score points as a top game? TJ Lavin is, apparently, a top-name BMX rider. The game sees you controlling him and five other pros, though we doubt any of them will be household names either. The game's a sort of two-wheeled *Tony Hawk's*, with the player pulling off all manner of stunts and tricks in their efforts to become Number One. The soundtrack is based on genuine choonz and the bikes are upgradable. More info next ish...

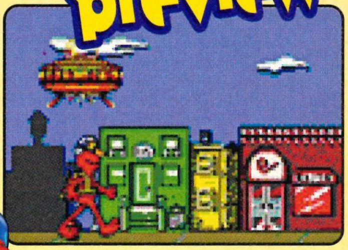


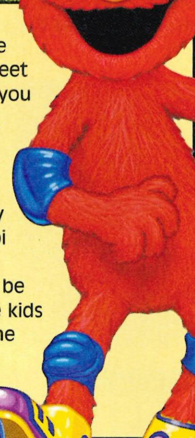
01:23:64
ATI ATI
200
001300

OPEN SESAME!

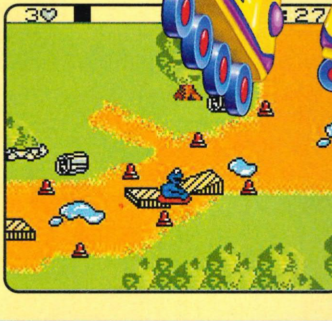
SESAME STREET...

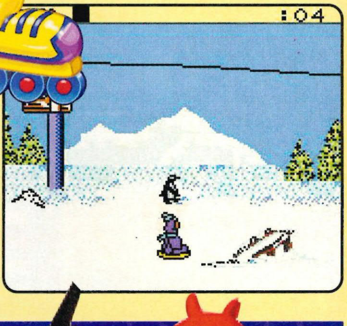
power preview





Today's episode or Sesame Street is brought to you by the letters, 'U, B, I' and the number 'Soft'; okay, that didn't really work and it was a smeggy joke anyway, but Ubi Soft's new *Sesame Street* game should be better. Aimed at the kids (of course), the game features six Sesame Street characters, age-appropriate controls (whatever that means), interviews with the contestants and bonuses to collect during play. American accents not included (we hope).





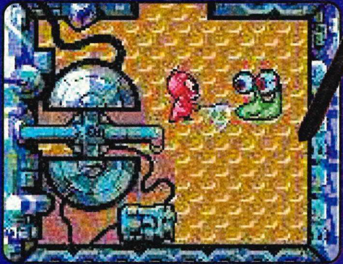
CRYO HAND OUT FREE GIFT

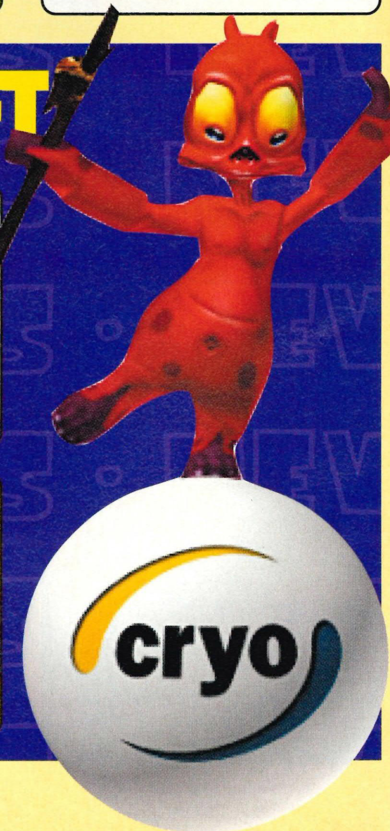
In a blisteringly innovative move, Cryo is to release a level of its forthcoming game Gift on the Internet. The demo level can be downloaded and played on emulators which allow Game Boy programs to be played on a PC or Mac.

Nintendo has yet to comment on the move, but usually takes a dim view of emulators as they're often used for piracy. Pirates take Game Boy carts and transfer the ROMs (Read-Only Memory, the game programs as stored on the cart chips) to PCs, spreading them around via bulletin boards and the Internet.

Nintendo
GAME BOY COLOR
Gift
LICENSED BY
Nintendo
cryo

Of course, Cryo is fully entitled to spread a demo of its own game in this format, and as the whole point of the Game Boy is its portability, we can't see emulation cutting into sales of the game anyway. In fact, we think Cryo's on to a winner here! Cryo's web site can be found at http://www.cryo-interactive.com, and we'll print a full review of Gift next issue.





MAIL JUNKIES WORLD PORT

Datel Electronics

What's the simplest way to join the e-mail revolution? Buy a PC? Visit a cyber café? No – get a *Mail Junkies World Port* for your Game Boy. World Port is a revolutionary e-mail package for use with any Game Boy. With it you can control your own e-mail account, sending and receiving text messages to and from anyone else who's online. You can't surf the internet with it, of course. The *Mail Junkies World Port* cart also contains a world time map, an address book, a calculator and a calendar, so it functions as a personal organiser too.

Mail Junkies World Port is an impressive piece of kit, but is a little expensive to run. Although downloading messages is quick (it takes around a minute at most), calls to the Mail Junkies service are charged at 25p a minute, so a £5 Top-up Card (the calls must be pre-paid) only gives you about 20 minutes' online time. At £24.99 it's a bargain to buy, but make sure you're aware of the running costs before you splash out.

FOR GAME BOY® COLOR & GAME BOY® POCKET
MAIL JUNKIES
WORLD PORT
The email solution for gamers everywhere
Send and receive e-mails on your Game Boy with your very own e-mail account
Free e-mail newsletter, with the latest gaming news, releases, cheat codes and charts
E-MAIL FOR GAME

HANDY CASE

Logic 3

The *Game Boy Handy Case* is available in five sharp colours, and fits the Game Boy Pocket as well as the Game Boy Color. There's a storage space for games cartridges, and a shoulder/belt strap is also provided. The Game Boy can be played whilst in the case too.

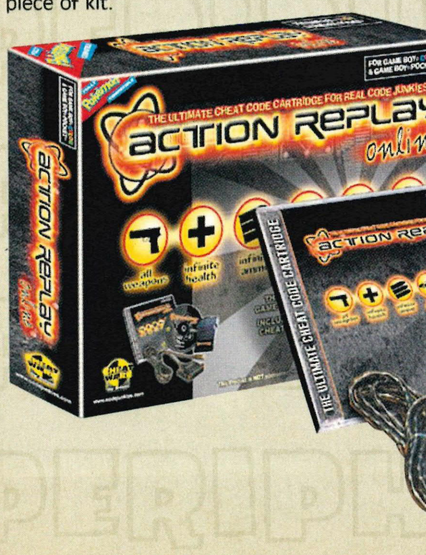
The *Handy Case* isn't the best carry-pack we've seen, but it's politely functional and very cheap at £4.99.

ACTION REPLAY ONLINE

Datel Electronics

Datel's *Action Replay Online* makes a nonsense of the phrase, 'cheats never prosper'. It's jam-packed with thousands of cheat codes for infinite lives, ammo, health and – well everything, really. It has a built-in code generator too, so you can hack your brand-new games too.

Action Replay Online is more than just a cheat cart, though. Using the cable and software supplied, you can attach the Game Boy to the internet via a PC and exchange codes with users from all over the world, as well as downloading them from Datel's own web site. All in all, it's an impressive piece of kit.


FOR GAME BOY® COLOR & GAME BOY® POCKET
THE ULTIMATE CHEAT CODE CARTRIDGE FOR REAL CODE JUNKIES
ACTION REPLAY online
all weapons
infinite health
THE ULTIMATE CHEAT CODE CARTRIDGE

UTILITY PACK

Logic 3

What's it got? It's got the lot, and only costs £19.99 to boot! Logic 3's bundle of peripherals includes an A/C adapter to play your Game Boy from the mains. Alternatively use it to charge the rechargeable power pack, saving you a fortune in batteries. The protect and light device offers a cover for your Game Boy, keeping its screen scratch-free, but also flips up to reveal a handy light for playing when the sun goes down. The link cable lets you play against your mates, and the earphones stops the rest of the family moaning at you for zapping aliens while they're watching Eastenders (they don't know what they're missing).

In all, this is a comprehensive and high-quality package, as long as you haven't already got some of the items.

UTILITY PACK
FOR USE WITH GAME BOY COLOR
MODEL No. GB 522B
Stereo Headphones
Rechargeable Battery Pack
Protect & Light
AC Adapter
Link Cable

ZELDA

THE LEGEND RETURNS!

Link's back with three blistering new games, exclusive to the Game Boy Color. Can you handle it? Let's find out...

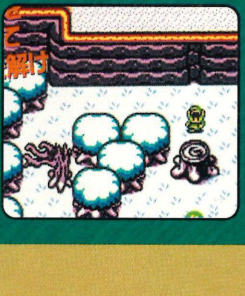
たいへんだ たいへんだ
きせつが めちゃめちゃだよ！

It's been seven long years since Legend of *Zelda: Link's Awakening* was released on the Game Boy. Sure, they gave us the *DX* version for the Game Boy Color, but that was only a lightly-tweaked update with the bits coloured in. Classic stuff, but hardly new. Seven years without a *Zelda* game. And then three come at once... Yes, that's right – there are three *Zelda* games in the pipeline, all exclusive to the Game Boy Color. Scheduled for release in early summer, 2001, *Legend of Zelda: Mysterious Seed of Power*, *Legend of Zelda: Mysterious Seed of Courage* and *Legend of Zelda: Mysterious Seed of Wisdom* form what Nintendo calls The Tri-Force Series. What does this mean? In a nutshell, the games are inter-linked. You can play the carts in any order, but entering a passcode won by completing one of the games affects the events that take place in the next one you play. For example, you might take part in a battle in one game which causes a monument to be destroyed. In the next, that monument lies in rubble. If you win a certain weapon,

LEGEND OF ZEL

We begin to unravel the mystery...

Information on the second two games in the Tri-Power series is rarer than a happy person on Eastenders, but we do know a little about the first offering, *Legend of Zelda: Mysterious Seed of Power*. Unfortunately the game's plot gets off to a bad start, with one of the most cringe-worthy clichés in ever to grace an RPG. Princess Zelda, a magical madam responsible for controlling the four seasons in Zelda's world (Hyrule, for those who've forgotten), has – you've guessed it – been kidnapped. How original! The creature who's kidnapped the dame is Ganon, and you won't be in the least bit surprised to find it's down to you to rescue her. Pass the puke bag or what? Ganon learns of his quest, and splits the mighty Triforce into eight pieces, scattering them throughout the lands (and that's something else you've never seen done before, eh?). Assembling the Triforce is your key to success, but can you do it? However, Princess Zelda's disappearance and Ganon's misdeeds have made a mess of the land. The Rod of the Four Seasons, a device used to control



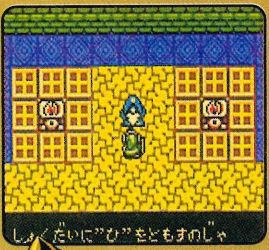
MIYAMOTO'S THE MAN!

Nintendo's Shigeru Miyamoto is the most successful games designer EVER! The list of games he's produced reads like a gaming hall of fame, and includes the Mario, Donkey Kong and Zelda sagas. So what does he have to say about the Tri-Power series and its spectacular delays? "The games are late because of the link system", he said. "The variable scenario is increasing the work. There are similar events in all three cartridges, so if you've already finished one game, it makes the events in the next a little easier."
He's certainly right about the delays, but then, it's bound to be worth waiting for…

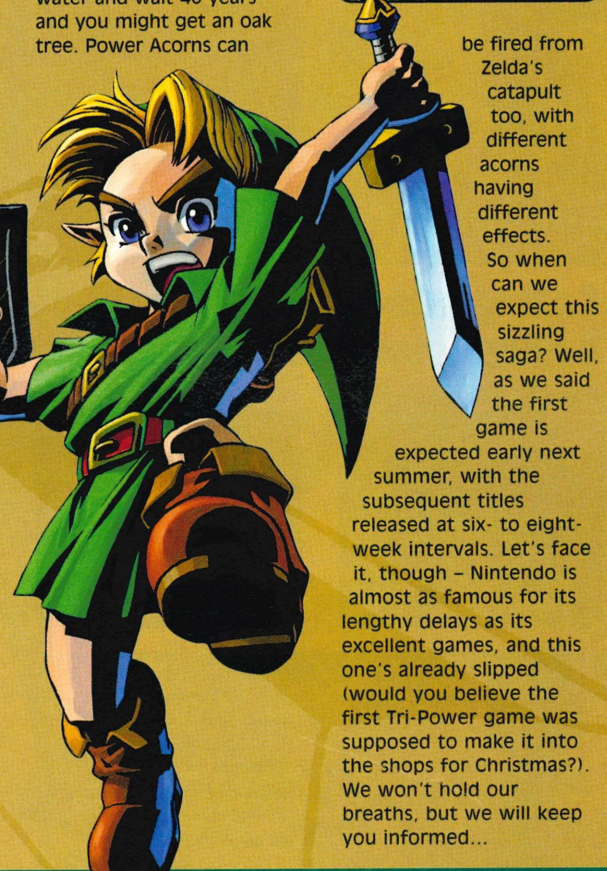
this could be carried over to the next cart too. As mentioned before, the games can be played in any order, so when you've finished 'em you can have a go playing a different cart first and see how this affects the storylines. The replay value is tremendous!

THE MISSING LINK?

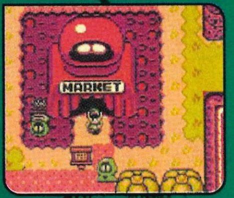
So how do the games' plots link together (no pun intended)? Well, each of the three games follows a set theme which determines the way the individual cart plays. The first in the series, currently-titled *'Mysterious Seed of Power'* (this could change), is based around the four seasons. Using a magic rod changes the seasons, affecting the game areas and locales.
Further themes are colours, where the events are based around a colour scheme, and time, where you use morning, noon, afternoon and evening to sort out several time-based teasers. Look out too for the Seeds of Power. Their exact nature is still subject to speculation (in other words, everyone's guessin' and Nintendo ain't sayin'), but the latest gossip says they're found in all three games and need to be combined with other items to produce something flashy and spectacular. Combine them with soil and water and wait 40 years and you might get an oak tree. Power Acorns can be fired from Zelda's catapult too, with different acorns having different effects.
So when can we expect this sizzling saga? Well, as we said the first game is expected early next summer, with the subsequent titles released at six- to eight-week intervals. Let's face it, though – Nintendo is almost as famous for its lengthy delays as its excellent games, and this one's already slipped (would you believe the first Tri-Power game was supposed to make it into the shops for Christmas?). We won't hold our breaths, but we will keep you informed…



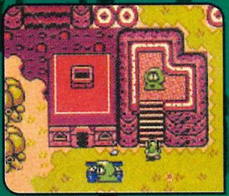
しょくだいに"ひ"をともすのじゃ



THE ULRA TRIBE



A new group of people can be found in the Tri-Power series. This is the Ulra tribe, whose people dress like a cross between Obi-Wan Kenobi and Friar Tuck. These guys live in a volcano, and are accomplished blacksmiths. The Ulra tribe don't use money, so to gain one of their wondrous weapons or ace artefacts, you need to trade and barter.

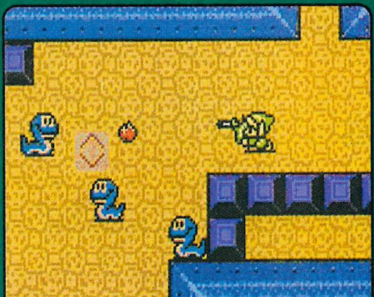


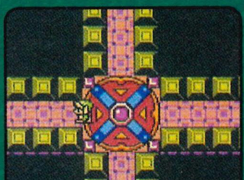
DA: MYSTERIOUS SEED OF POWER

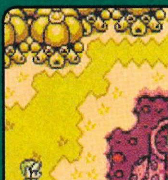
the, erm; seasons, has been sent to another dimension, taking Hyrule Castle with it. Smeg!

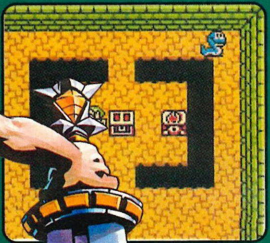
packin' a punch

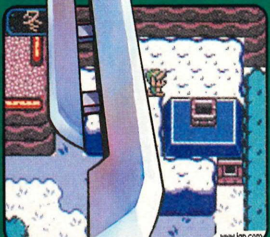
When *Zelda 64* was released, much was made of Link's ability to ride a horse. Here he gets something far more interesting – Ricky the Kangeroo. When Link climbs into his pouch the player controls Ricky, a hard-punching boxer who can power through obstacles Link can't even scratch. It's like having your own marsupial mech! Watch out too for Maple the Witch, a bear with a whirlwind attack and a fish that transports you across the waters. The key to this game is the seasons – using the Rod of the Four Seasons is essential for getting past certain problems. For example (and this is a made-up example – we're not spoiling the adventure for you) autumn leaves and winter snow might cover a tunnel entrance which you can only find in the spring or summer. The winter blizzards might block a path which is revealed again when it thaws, or maybe the desert is too hot to cross in the sunny summer, but more hospitable in the wet winter? Who knows? Well Nintendo does, but it's not telling…
Looking at the screenshots, there doesn't seem to be a huge change in gameplay from *Link's Awakening*, but what the smeg? As the Yanks say, if it ain't broke, don't fix it. The game's 'seasons' theme and the Tri-Power system look set to beef up the originality to the max, even if the storyline does have you rescuing a smeggin' princess. Again…









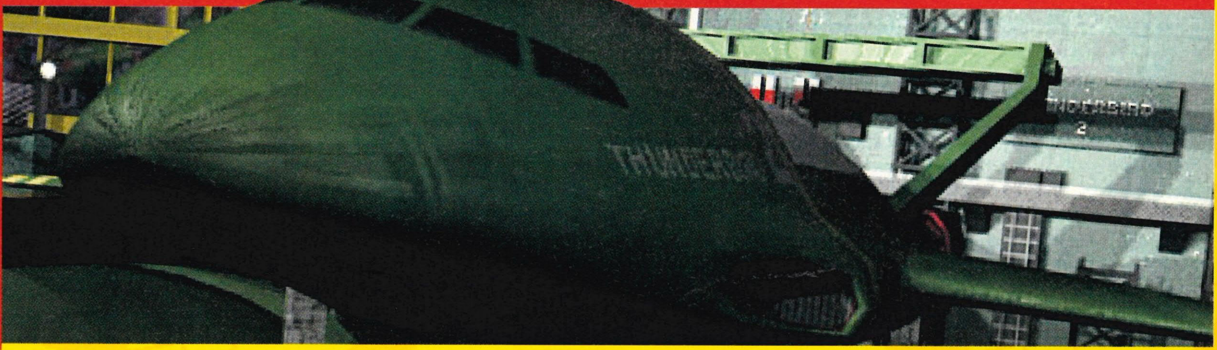


NOT BLACK&WHITE COMPATIBLE GAME BOY power

top tip Be careful when using the direction finder to track your next target ('B' button). It drains valuable energy.

THUNDERBIRDS
GAME BOY COLOR
ONLY FOR GAME BOY COLOR
Nintendo

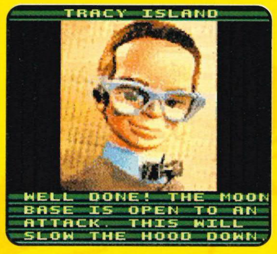
THUNDERBIRDS



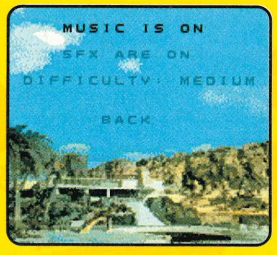
DAMAGE: £24.99
ON SALE: .... MID-NOVEMBER
WHO: .... SCI
TYPE: .... ACTION GAME

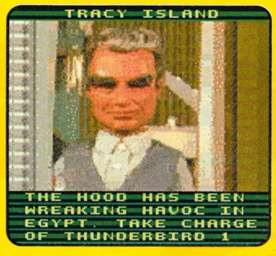
Nintendo
GAME BOY
REVIEWER IAN

Calling International Rescue. Repeat – calling International Rescue...

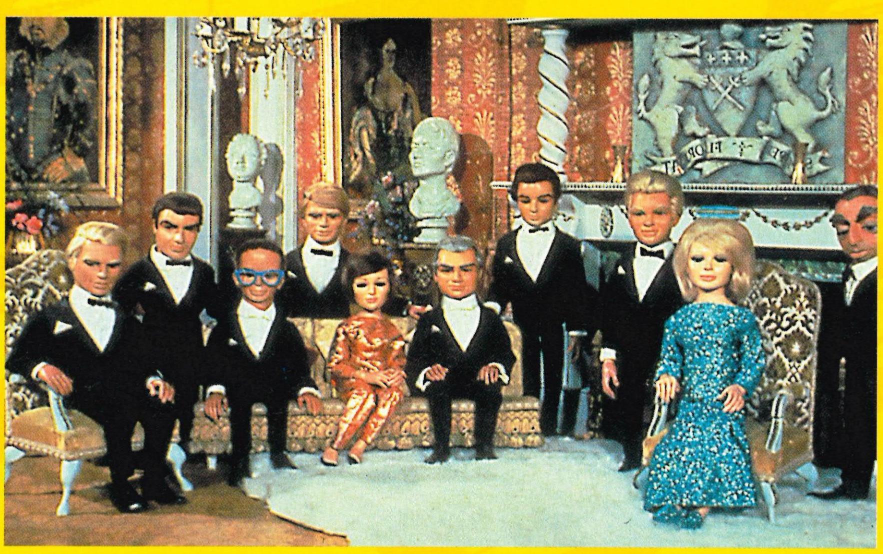

TRACY ISLAND

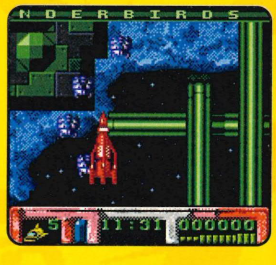
WELL DONE! THE MOON BASE IS OPEN TO AN ATTACK. THIS WILL SLOW THE HOOD DOWN.


MUSIC IS ON
SFX ARE ON
DIFFICULTY: MEDIUM
BACK

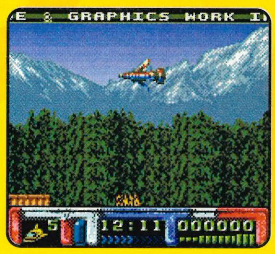

TRACY ISLAND

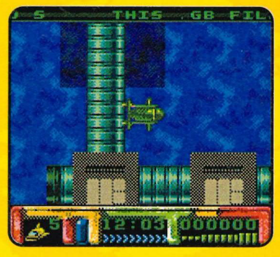
THE HOOD HAS BEEN WREAKING HAVOC IN EGYPT. TAKE CHARGE OF THUNDERBIRD 1





Would you believe *Thunderbirds* first hit the small screens over here in 1965? Now, 35 years later, our puppet pals are back on BBC2, and the world's going *Thunderbirds* crazy once more. The escapades of International Rescue and the Tracy brothers is rich fare for games designers, but how does this new *Thunderbirds* shape up? For those who don't know, Thunderbirds is the code name for the five major craft operated by International Rescue, a disaster relief organisation set up by Jeff Tracy and staffed by his sons. Wherever people are in peril (usually at the hands of The Hood, fearsome futuristic arch-criminal), the Tracy boys are there, with Scott in the rocket-plane Thunderbird 1 usually first on the scene. When he's checked out the situation, he could radio a message back to base on Tracy Island through the space communications centre on Thunderbird 5.



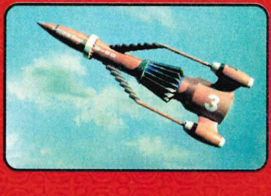


Birds of a Feather

There are five legendary Thunderbirds craft to control. Each is piloted by one of the Tracy brothers.

Thunderbird 1: Scott Tracy
Thunderbird 1, piloted by Scott, is a rocket plane armed with air-to-ground unguided bombs. Used for bombing raids and picking up refugees.

Thunderbird 2: Virgil Tracy
The incredible Thunderbird 2 is a transporter that takes equipment such as The Mole or Thunderbird 4 to the disaster site.



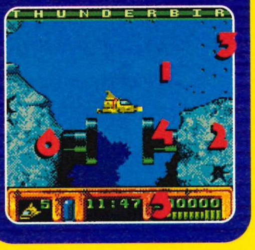
Thunderbird 3: Alan Tracy
Space-going rocket Thunderbird 3 is featured in vertically-scrolling stages, and is armed with forward-firing missiles to trash the aliens and asteroids.

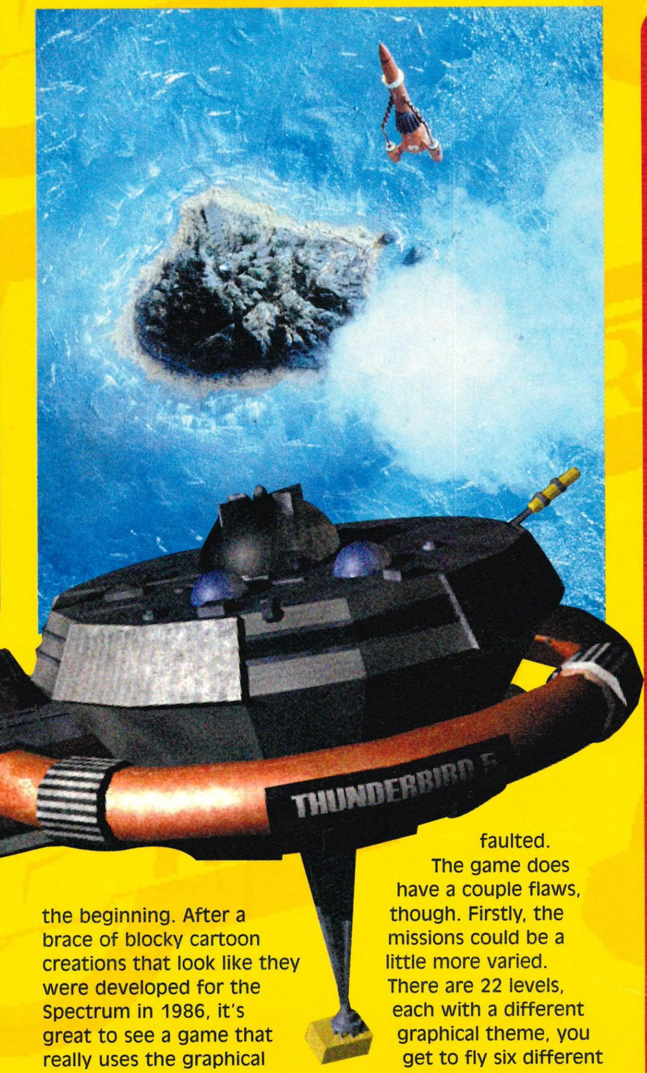
Thunderbird 4: Gordon Tracy
The miniature submersible is carried in Thunderbird 2's belly pod and used for undersea missions.

Thunderbird 5: John Tracy
The Tracy's orbiting space station is used to scan the ground and relay messages to the Tracy boys.

Wotz where...

1 Incoming Transmission
2 Lives & vehicle in use
3 Incoming transmission
4 Timer
5 Speedometer
6 Score
7 Shield energy



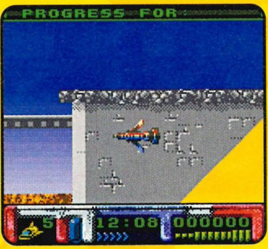


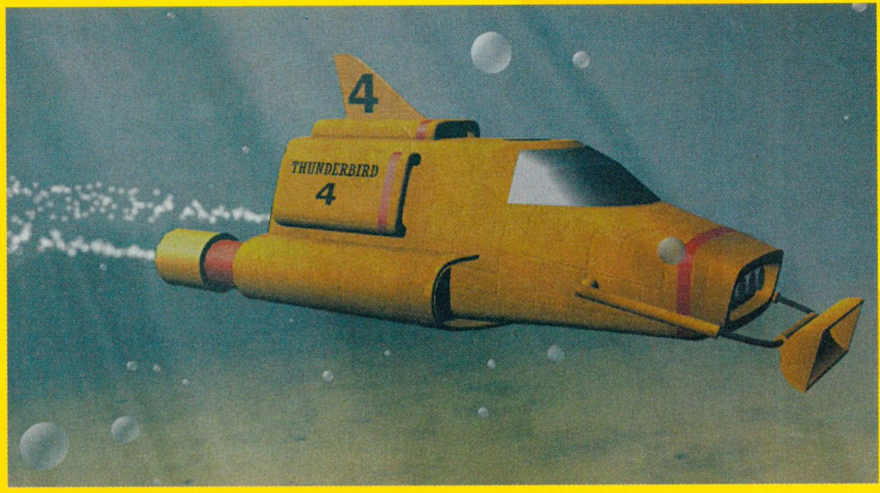
When they've a clearer picture of what's going down, it's all systems go – maybe Thunderbird 2 will carry The Mole to do some digging, or Thunderbird 4 to an undersea disaster. Perhaps Thunderbird 3 is needed for a space interception. Whatever happens, you can bet International Rescue will be up to the task.

thundercarts?

But is this new game worthy of the legend? Does it do the Supermarionated series justice, or is it smegsville? Let's start at the beginning. After a brace of blocky cartoon creations that look like they were developed for the Spectrum in 1986, it's great to see a game that really uses the graphical whack of the Game Boy Color. It look s a peach, with beautifully atmospheric backgrounds that look every inch the world of the *Thunderbirds* crew. The craft are realistic too; just check the screenshots. It's just like the real thing. Also, while you never get to see the Tracy boyz walk, on the intro screens they look well 'ard. Yep, the graphics and atmosphere here can't be faulted.

The game does have a couple flaws, though. Firstly, the missions could be a little more varied. There are 22 levels, each with a different graphical theme, you get to fly six different vehicles and the range of tasks on offer is large. However, too many of them involve finding a certain





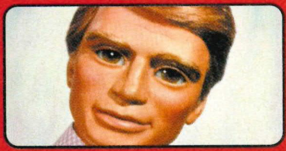
Who'z Who

We all know International Rescue is run by the ultra-talented Tracy family, along with a few friends, but who's who in the world of Thunderbirds?

Alan
This former championship racing driver now pilots Thunderbird 3, and occasionally mans Thunderbird 5.

Virgil
Artistic and intelligent, Virgil's role in International Rescue is piloting Thunderbird 2.

Gordon
Always the joker in the pack, Gordon Tracy is an ex-Olympic swimming champion and pilot of the aquatic Thunderbird 4.



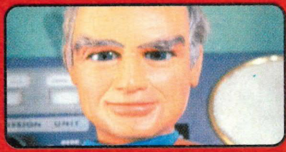
Scott
Eldest of the Tracy brothers, Scott pilots Thunderbird 1, and usually commands on-site rescues.

John
Scott has the very important job of running the Thunderbird 5 Space Station. Sounds thrilling…

Parker
This ex-convict is now Lady Penelope's butler and assistant. Talks in a ridiculously fake cockney accent.

Lady Penelope
This upper-class token female works from her stately home in Kent, and drives a pink Rolls-Royce, FAB 1.

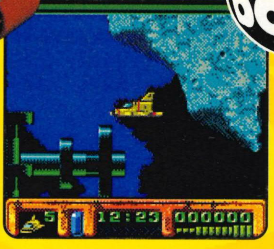
Jeff
Father of the Tracy brothers and founder of International Rescue, Jeff abandoned his career as an astronaut to dedicate his life to saving others.

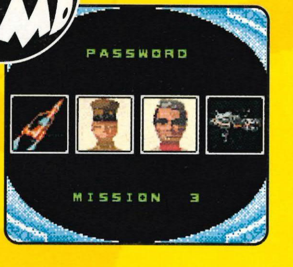


Tin-Tin
Daughter of Jeff's manservant Kyrano and assistant to Brains, Tin-Tin is a mathematical genius.

Brains
Brains designed all the Thunderbird crafts. Clever bod – wears stupid specs, though.

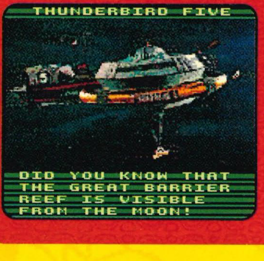
da bomb GAME BOY power



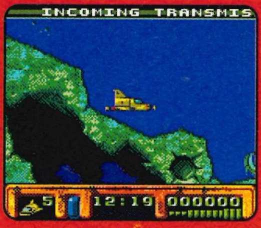


Radio Waves

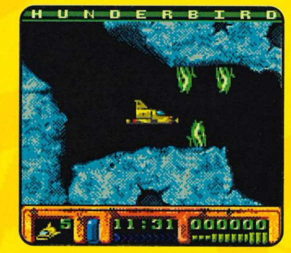
Every now and then, you get a signal from HQ telling you to receive an incoming message. Press Select for a radio broadcast from one of your colleagues. This can offer a snippet of advice, restate the mission objectives or (as in here) give a nugget of educational trivia.



DID YOU KNOW THAT THE GREAT BARRIER REEF IS VISIBLE FROM THE MOON!



number of whatevers and collecting/trashing them. The missions are all fun to play, though. The learning curve keeps you on your toes, and you often fall short within inches of your goal, making you all-the-more determined to get it right next time. 'Just one more go', I hear you cry. Although single-mindedly arcade in style, tactics come into play when managing resources. Your craft has a power bar reflecting its shield strength, but you're also against the clock. Do you fly recklessly using the power-draining direction finder and risk trashing your ship, or do you preserve your shields and risk running out of time? Getting the balance right is a key ingredient in the game.



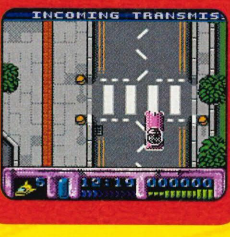
funny fliers

The game's other prob is that the craft don't always feel right in the air. There's a range of perspectives on offer, including side-on (Thunderbirds 1 and 4), overhead (Thunderbird 2 and FAB 1) and a scrolling blaster (Thunderbird 3), but they don't feel all that different to fly. *Thunderbirds* is wonderfully atmospheric and at the end of the day it's fun to play. Maybe it's not quite perfect, but what is? The game's cool, and a worthy addition to the *Thunderbirds* legacy.

ian osborne

F.A.B...

In Thunderbirds, you even get to drive Lady Penelope's tacky pink Rolls-Royce, replete with the number plates FAB 1.



power scorez

uppers

- Excellent graphics
- All the craft are here
- Top atmosphere

downers

- Missions too samey
- Craft handling basic

summary

A really fun game, and a welcome return for the Thunderbirds.

90%

competition! AMAZING THUNDERBIRDS COMPETITION!

FIGURES, VIDEOS, VEHICLES AND MORE MUST BE WON!

To celebrate the release of the *Thunderbirds* game, we've teamed up with SCi to bring you a thrilling *Thunderbirds* competition! Five lucky readers must take home one of the following amazing *Thunderbirds* prizes:

- **A set of three 11.5" Thunderbirds figures**
- **A complete set of Thunderbirds vehicles**
- **A Thunderbird 2**
- **A complete set of Thunderbirds videos**
- **A complete set of Thunderbirds DVDs**

To stand a chance of winning, you need brains – in fact, you need to BE Brains! You've gotta design a Thunderbird! Like Brains, you've gotta think big. You need to make your machine capable of flying half way around the world on rescue missions and then get people outta trouble. But there's more than that. International Rescue already has five Thunderbirds – what makes your vehicle, Thunderbird 6, stand out from the crowd? What can it do that Thunderbirds 1-5 can't? What gaps does it fill in the Thunderbirds range? Write us a few sentences of explanation.

Send a drawing of your Thunderbird 6, along with a few words, to: Thunderbird 6 Competition, Game Boy Power, 22 Strand Street, Poole, Dorset BH14 1SB. For once, it doesn't have to be on a postcard – just bung it in an envelope. Make sure it arrives by 10th December, though, or even International Rescue won't be able to save your chances of winning.

Q: WHERE CAN YOU FIND ALL OF THESE SQUEEZED INTO ONE MAGAZINE?

CHU CHU ROCKET

DIGITAL DIGIMON MONSTERS

Pocket MONSTERS

ISSUE ONE 99p!

ISSUE ONE ON SALE 16 NOVEMBER 2000

ON SALE NOW!

FERRARI F355 CHALLENGE SOLUTION

PLUS! HIDDEN & DANGEROUS WALKTHROUGH

www.dreamcastmonthly.com

dcm

DREAMCAST MONTHLY

DECEMBER 2000 ■ ISSUE 15

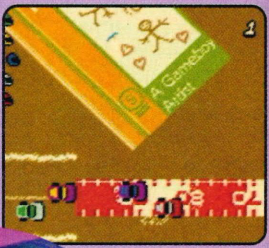
GRAND PRIX 3

And you thought Ferrari was realistic... EXCLUSIVE!

THE UK'S BIGGEST UNOFFICIAL DREAMCAST MAGAZINE

NOT BLACK & WHITE COMPATIBLE

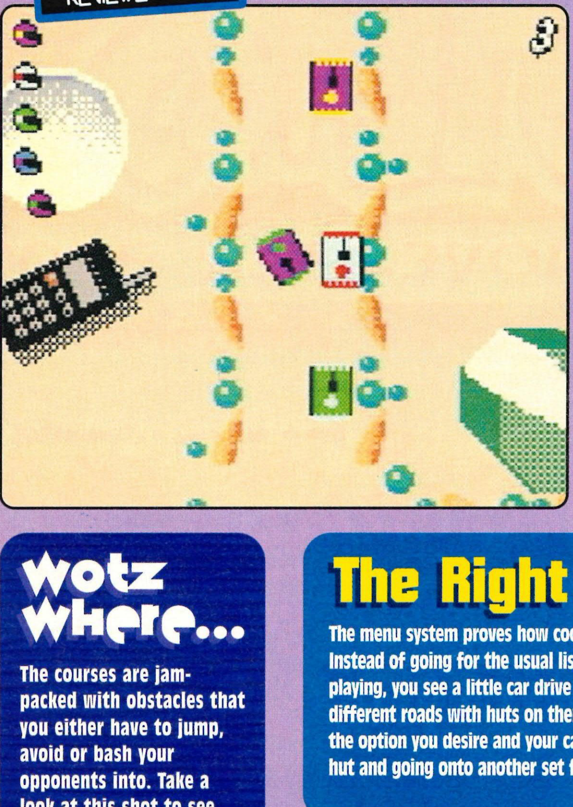
Micro Machines V3
GAME BOY COLOR
THQ
ONLY FOR COLOR



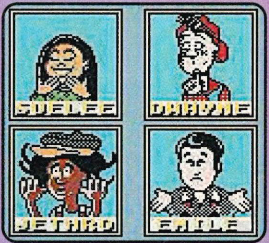
DAMAGE: £24.99
ON SALE: . . . . .OUT NOW
WHO: .THQ
TYPE: . . . . .DRIVING GAME

Nintendo
GAME BOY
REVIEWER SAUL

MICRO MACHINES V3



The smallest and coolest cars in the world come screeching onto the world's smallest and coolest console. Honey, I shrunk the car!



A few issues back you might remember we fell in love with the high-speed, but oh-so-serious racing action of the wicked *TOCA*. Originally, *TOCA* was a thrill-a-minute racing simulation for the PlayStation, developed by the funky dudes from Codemasters. Well, *Micro Machines V3* hails from the same funky dudes, but couldn't be more different. You see, there's no tracks based on real life, and there are certainly no Fords or Vauxhalls to take control of. Instead, this cool top-down racer puts you in control of a huge range (32 in all) of miniature vehicles that have to be driven at break-neck speeds through a massive 48 courses based anywhere from the garden to the kitchen to the beach and beyond. Sounds like fun? You bet!

It doesn't stop at simple racing either. To become a *Micro Machines V3* pro, you have to make good use of the various weapons and power-ups that litter every course. This could mean smashing a massive comedy hammer on the car in front one minute, laying a mine for the car behind the next, and generating a force field to knock the car to your side off the table right after that. You see, *Micro Machines V3* is

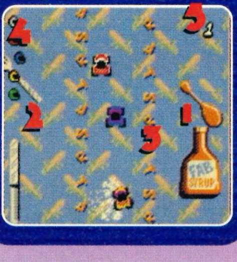
The Right Track

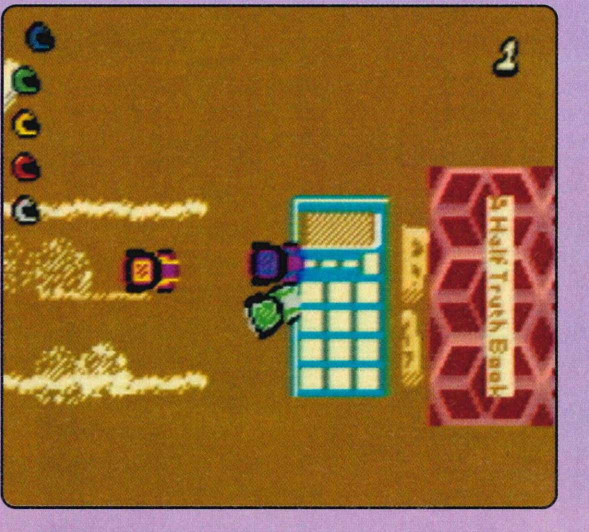
The menu system proves how cool Micro Machines V3 really is. Instead of going for the usual list of options before you start playing, you see a little car drive down a road that leads to four different roads with huts on them. Choose which road you want for the option you desire and your car follows it, driving through the hut and going onto another set for the next menu. Cool or what?

Wotz where...

The courses are jam-packed with obstacles that you either have to jump, avoid or bash your opponents into. Take a look at this shot to see what we mean...

1. **Syrup, slows you down**
2. **Knife & fork, solid obstacles**
3. **Track markers, bumpy**
4. **Race position - your helmet is indented**
5. **laps remaining**

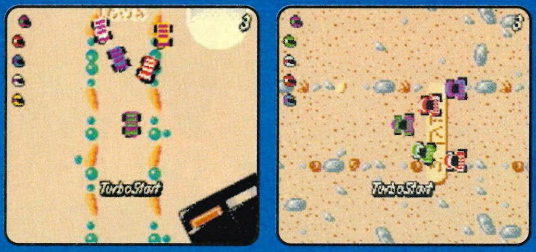


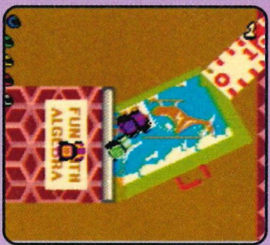


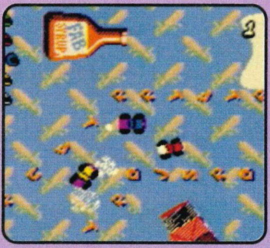
top tip If you're next to your opponent on the edge of a table or a ledge, don't be shy – knock the gits off. This gets you in front.

Turbo Start

Hit the accelerate button at the right time during the starting lights and you get a Turbo Start.

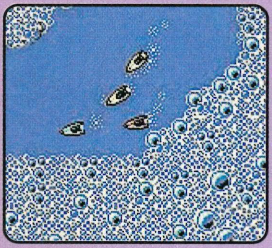






Mini Marvels (characters)

There's 32 cars on offer altogether, but you also have to choose a character to drive them. There's eight wacky characters available, and from the dreadlocked rasta-man Jethro and the leather jacket Fonzy clone Spider to wacky country clot Dwayne or sexy young lass Cherry, there should be one to suit everybody's taste.



incredibly fast and frantic, and with so much to see and do during every race, you find yourself glued to the screen. Not literally, but I think you catch my drift.

the drift

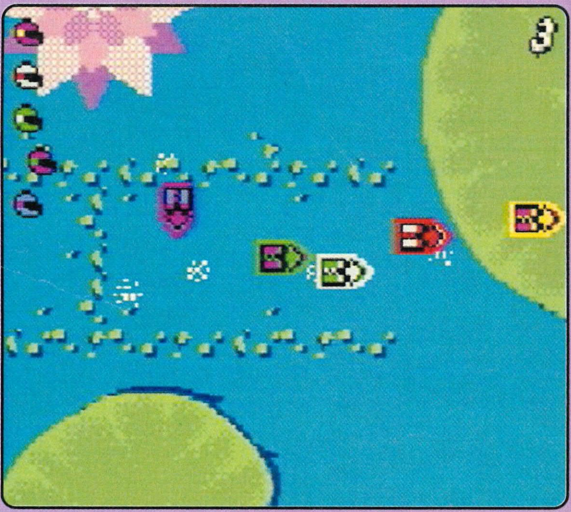
My drift isn't all you're catching either, as *Micro Machines V3* gives you the chance to catch some wicked air and rocking power-slides. The tracks are laid out with maximum heart-pumping, adrenaline-inducing action in mind, although the top-down view can make it a little hard to see what's coming at times. The control is simple enough, so this doesn't take away from the fact that *Micro Machines V3* is a whole loada fun and side-splitting laughs. Not because the game itself is particularly comedy-based, but knocking your opponents down a whole or catching them with a cool power-up can be a right hoot.

Micro Machines V3 is instantly playable, and even at first you find yourself winning a few races as it's so easy to play. Don't think you'll see everything in the first couple of hours, though, 'cos this game has loads to offer. As I've said, there are 32 cars to play with, but unlucky for you, you have to earn most of them by winning events and races. The cars can be anything from basic buggies and trucks to tanks that actually fire shells, from powerboats that skim across a pond to transformable cars. They all look cool too, which is probably down to the radical graphics that jump out of the Game Boy's tiny screen. These visuals may be small, but they're perfectly formed and there's a massive variety throughout the game. I mean, what other game has you racing on a snooker table, then in a science lab (Bunsen burners 'n' all), then take it outside and race around a pond? 'None' is the answer to that.

everything, everything

Which is why *Micro Machines V3* is gonna be a big hit. It's got everything – very smart graphics, totally addictive gameplay (you better flog your *Pokémon* stuff now, 'cos you won't have time for it), loadsa' cars and some of the best, most crazily (and deviously) designed tracks you're ever gonna see in a racing game. So if you want a racing game that explodes with fun and will last you years, *Micro Machines V3* is it.

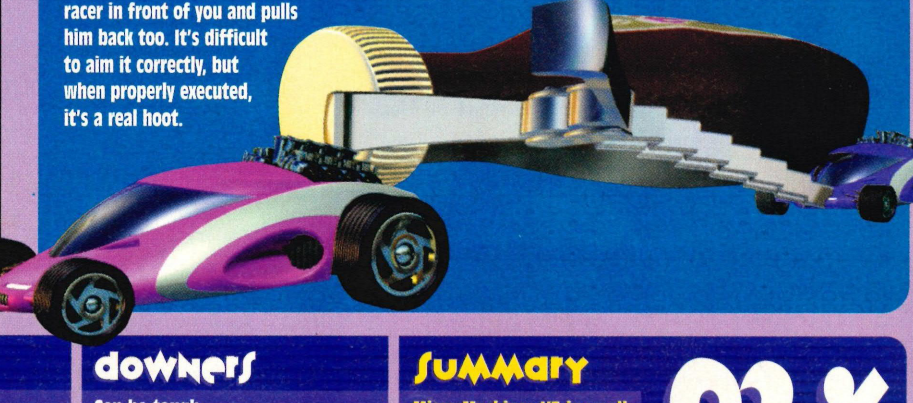
saul trewern



Learn how to be
A dolphin trai

Pulsating Power-Ups

There are loads of cool power-ups available for you to trash your foes. These include a hammer to squash the car ahead, force-fields to knock 'em sideways and mines to – well, you know what a mine's for. Look out too for the hilarious extendible claw which grabs the racer in front of you and pulls him back too. It's difficult to aim it correctly, but when properly executed, it's a real hoot.



power scorez

uppers

- Action-packed racing
- Cool graphics
- Wicked power-ups

downers

- Can be tough
- Too much fun...
- ...for some too handle

summary

Micro Machines V3 is small but perfectly formed. It oozes fun and frantic action in equal measures.

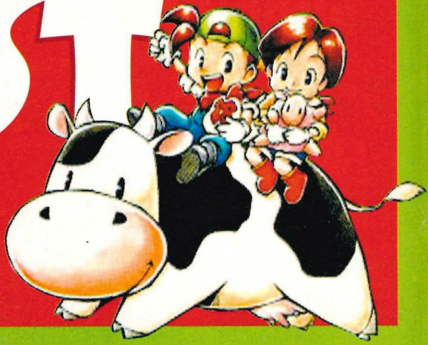
93%

NOT BLACK & WHITE COMPATIBLE GAME BOY power

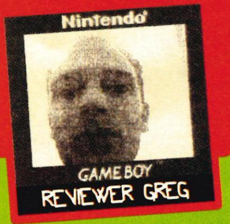
top tip When you start a new game, choose a girl and name her something starting with a heart. Do the same with a cat, and you start with one bag of grass, one bag of turnips and the watering can.

GAME BOY
HARVEST MOON GB
NATSUME
E

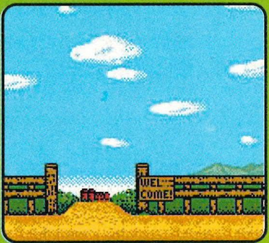
HARVEST MOON



DAMAGE: £24.99
ON SALE: . . . . OUT NOW
WHO: . . . . NATSUME/NINTENDO
TYPE: . . . . FARMING SIM



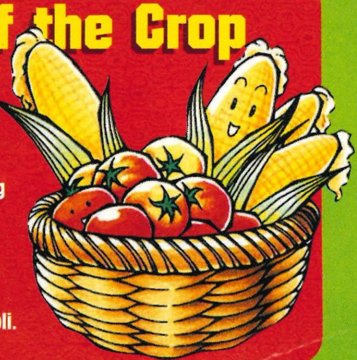
No sign of Giles in this Farmer sim...



on the left is the Cow Barn.

Brush your cow everday with

Cream of the Crop



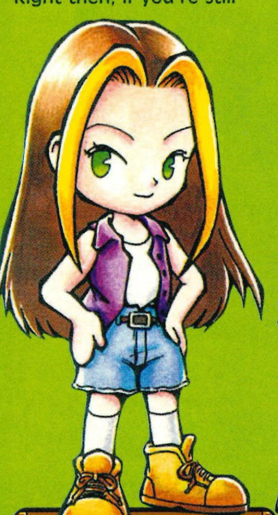
As responsible farmer (hah), you've got choose which crops to grow. Your decision depends on a number of factors, including cost, land and season. But you've got a big choice, including Turnips, Potatoes, Tomatoes, Corn, Eggs, Peanuts, Carrots and Broccoli.

If you like your action fast and furious, STOP RIGHT THERE. Simply take a deep breath and turn to another page. Right then, if you're still reading, you may well have the ability and patience to get the most out of *Harvest Moon*. This re-release leaves you no excuse not to sample some of the most in-depth gaming on your Game Boy.

The story is simple. After inheriting a farm from an ancestor, you have to take over the run-down old dump and turn it into a super-duper modern ranch. Firstly, you've got to choose whether to be male or female, before deciding on your pet (dog or cat). Then it's into the, erm, 'action'. Your task is to clear out the fields, sow seeds and generally spruce up your humble farm. So you start by planting crops, with a large variety to choose from, including broccoli and potato. Once you've got some grown, you then need to feed your animals, who need some serious care and attention. Look after them and they can then be sold to buy more seeds and tools. Starting with only a few coins, the odd tool and your pet, it takes time for things to improve. Persevere and you're soon rearing animals and increasing your harvest yield. You have to do lots of time-keeping (ie. checking on crops), especially as your spirit ancestor checks up on you every winter. If you think this all sounds like an odd (and potentially dull) idea for game, you're probably right, but

Welcome, come in ! .

Make sure that you feed



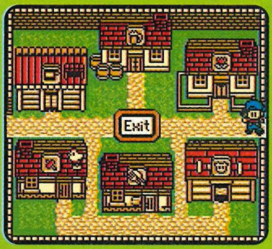
Tools of the Trade

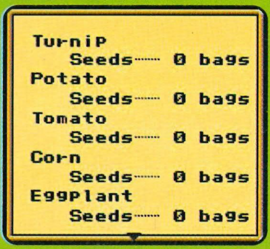
Tools are crucial to your success and there are plenty to choose from and aim for. They include the axe, which you get at the beginning of the game in your tool shed and use to chop tree stumps. Then there's the hammer to smash large rocks and fences, and the hoe to plough the fields and plant seeds. Also there's a sickle which is used to cut tall grass. Later on you can find the umbrella to make it rain the next day!

This is the Shed where your items

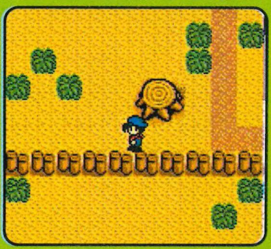
This is the Shed where your items

Make sure that you feed




Turnip
Seeds······ 0 bags
Potato
Seeds······ 0 bags
Tomato
Seeds······ 0 bags
Corn
Seeds······ 0 bags
Eggplant
Seeds······ 0 bags

Hey ! .



How are you doing today?

surprisingly, it all works. Things get engrossing, and before long you're thinking like a farmer (get oorrf myy laaand!).

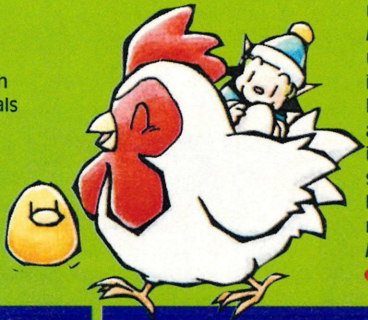
oo-Arrrgh...

Ultimately, how deep you get into the game is up to you. Players can tinker around the edges, doing the bare minimum to get by. Or they can methodically work through the seasons, rearing animals and uncovering all the secret goodies. Basically, you reap what you sow (sorry).

The graphics are now in full colour, and though wonderfully detailed, are often differing shades of brown. Thankfully the colours change with the seasons, so winter is predominantly white. In a nice touch, they only change gradually between the seasons, making it far more realistic.

Harvest Moon is a totally unique Game Boy game, but it's not for everyone. If you like your action fast, furious and fast, don't bother. But if you fancy a truly different style of game, with a slow but compelling pace that really rewards your efforts, *Harvest Moon* is for you.

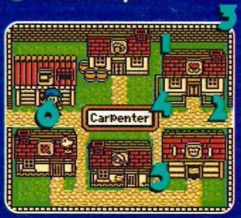
greg howson



Wotz Where...

The Map Screen allows you to visit the following locations:

1 Flower Shop for seed
2 Juice Bar
3 Carpenter for materials,
4 Tool Shop
5 Restaurant
6 Animal Shop.



power scorez

uppers

- Addictive
- In-depth gameplay
- Cute graphics

downers

- Slow Pace
- Annoying Choonz
- Not for everyone

summary

Harvest Moon is a long-term gaming treat, with plenty to do and lots to work through.

84%

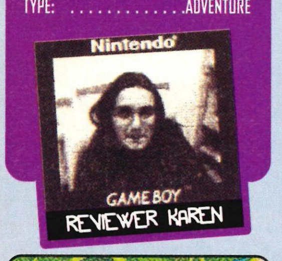
GAME BOY COLOR
Winnie the Pooh
ADVENTURES
in the 100 acre wood
E
ONLY FOR GAME BOY COLOR

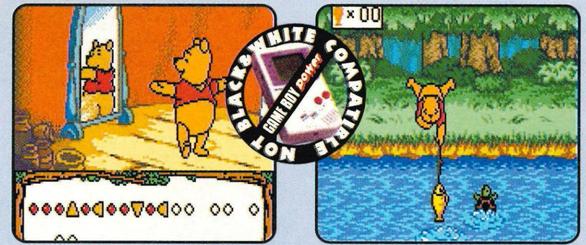
WINNIE THE POOH

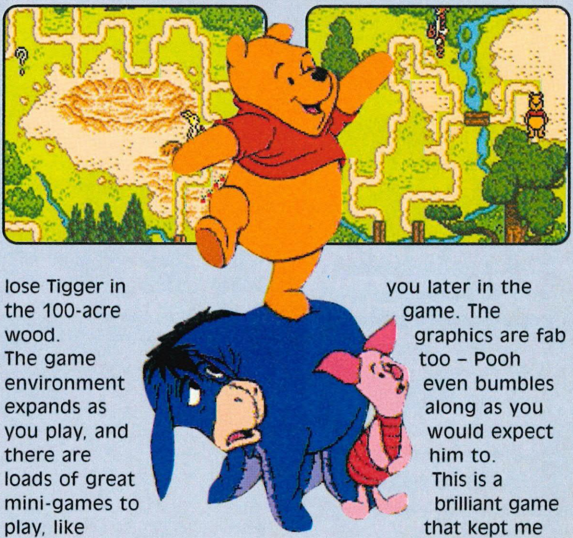
ADVENTURES IN THE 100 ACRE WOOD

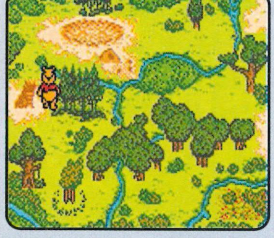
Will this get you bouncing?

DAMAGE:	£24.99
ON SALE:	OUT NOW
WHO:	UBI SOFT
TYPE:	ADVENTURE









Winnie the Pooh on the Game Boy? Surely just an opportunity for the publisher to make money from a big-name Disney character? Surprisingly, this really isn't the case. For starters, the game designers have certainly done their homework. All of the main characters are there, and you can even choose which one you want to play as. Many of the game's mini-adventures tie in with the original Winnie the Pooh stories. Within the first ten minutes of playing I already had to make Rabbit find other characters to rescue Pooh from his doorway after eating too much honey, rescue Piglet from the flood and try to lose Tigger in the 100-acre wood.

The game environment expands as you play, and there are loads of great mini-games to play, like catching acorns, fishing and hunting for honey. And you collect reward cards as you play to help you later in the game. The graphics are fab too – Pooh even bumbles along as you would expect him to.

This is a brilliant game that kept me amused for hours – and not just because I'm a huge Pooh fan!

karen wyatt

power scorez

uppers

- Expanding game environment
- Great animation
- Uses original stories

downers

- Some repetition

summary

A must-have for any self-respecting Winnie the Pooh fan.

85%

NOT BLACK & WHITE COMPATIBLE

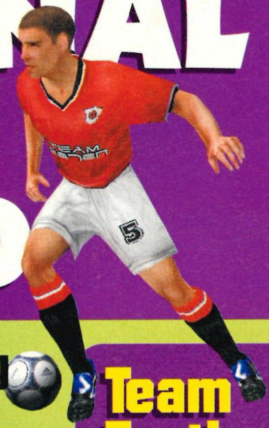
top tip Double-tap in the direction you're running to make your player sprint. This is good for getting the jump on players down the wing, and crossing the ball in for a header or volley.

Nintendo
KONAMI
UMBRO
GAME BOY COLOR
INTERNATIONAL SUPERSTAR SOCCER 2000
ONLY FOR GAME BOY COLOR

DAMAGE: £24.99
ON SALE: . . . . .OUT NOW
WHO: . . . . .KONAMI
TYPE: . . . . .SPORTS SIM

Nintendo
GAME BOY
REVIEWER SAUL

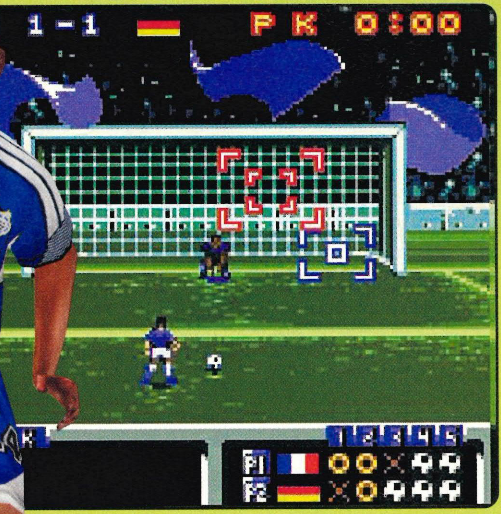
INTERNATIONAL SUPERSTAR SOCCER 2000



Is ISS 2000 as tasty as Beckham's crossing or worse than a soggy half-time hotdog? We find out...

I knew Kevin Keegan had lost it before that German World Cup Qualifier. I mean, the papers said he hadn't even named his team the day before the match. Which is odd – I thought it was called 'England'! So, will *ISS 2000* do a Keegan and lose it before the match starts, or is it going all the way to the World Cup?

In Issue Four, we reviewed what is possibly the best GBC footy game ever. But whereas *O'Leary Manager 2000* is the Man U of GBC footy games, *ISS 2000* is no more than a Tottenham Hotspur. What it does, it does well, but it lacks any kind of flair. Still, from the start you know this is an *ISS* game, with options from the usual game type (Open, International Cup, Mini League, Mini Tournament, Penalty Kick) to game settings that include rule types, half length and skill level.



dodgy names

Once you've chosen what type of game you want, you get the choice of a whopping 48 international teams spread through Europe, Asia and South America. Alas, as with any *ISS* game on any format, none of the players' names are real, but on this version no attempt has been made to make the fake names even sound like the real ones. I mean, who the hell are Son, Galia and Enke on the England team? As long as the match plays well, though, this shouldn't matter. Problem is, the matches don't play very well, at least at first. The action isn't exactly smooth, and getting the ball from one end of the pitch to the other can be a real chore when you first start playing. This is partly to do with the fact that selecting players is impossible and the radar is about as useful as a chocolate teapot. Play for a while, though, and you find yourself adapting to the jerky playing method, and after you get yourself a few crosses in, things become a little more fun. *ISS 2000* never becomes addictive, though, and although it's a good laugh once you get to grips with it, it's never gonna knock the *O'Leary* team from the top spot.

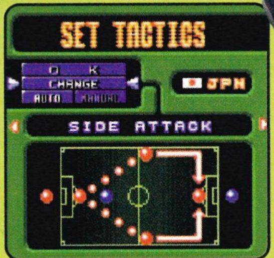
saul trewern

Team Tactics

One of the best things about International Superstar Soccer 2000 is that you can set your team tactics from a choice of six basic options. These are Offensive, Defensive, Centre Attack, Side Attack, Counter Attack and Offside Trap. Each option comes with a little diagram that shows exactly how each tactic works, which is handy for those of you who aren't budding football managers.

Choose Your Formation

Unsurprisingly, unlike the PSX version, you don't get to tweak your formations once they're chosen, but you do have a choice of 17 different formations to choose from. It actually makes a difference when playing too, so make sure that you think about the type of team your playing, then adjust your formation as you see fit.



Happy Vs Sad

Before and during every match, you get to choose the members in your team, as every manager would. The best way to decide on who should play and who should sit on the bench is to look at the small 'face' icons next to the players' names. The colours and expressions on these little faces tell you how a player is feeling, so if you see a miserable face, substitute it, but happy faces should stay.

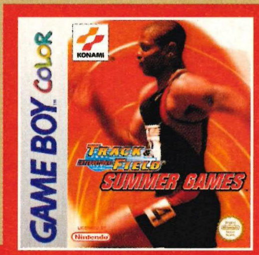
power scorez

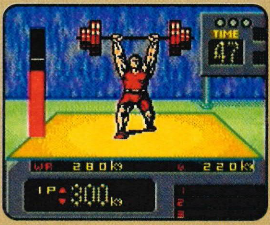
uppers	downers	summary
Loads of options	Hard to get into	The boy ISS 2000 certainly done good, but it ain't getting the Man of the Match award.
Good team set-up	Jerky gameplay	
48 teams	Boring graphics	

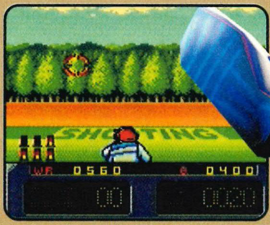
60%

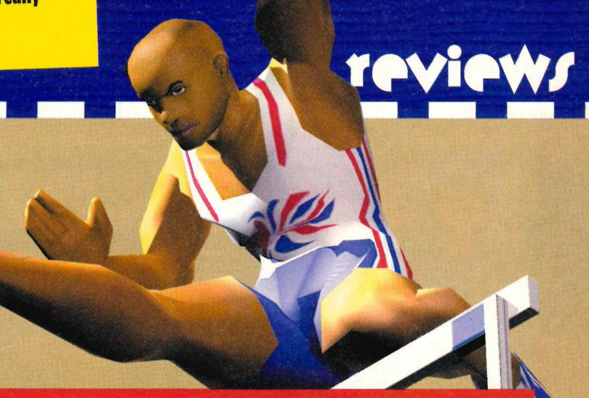
NOT BLACK&WHITE COMPATIBLE

top tip If you can't get that speed bar to the max, try wazzing your finger across both buttons really fast. It's quicker than tapping them both individually, but it can sting a bit!

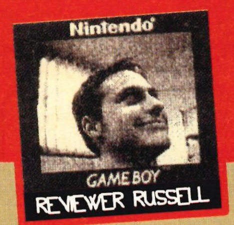

GAME BOY COLOR
KONAMI
TRACK & FIELD SUMMER GAMES
Nintendo


TIME 47
WR 280kg
220kg
1P 300kg


SHOOTING
WR 0560
0400

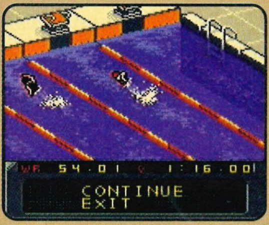


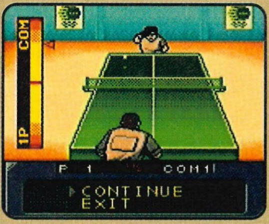
DAMAGE	£24.99
ON SALE	OUT NOW
WHO	KONAMI
TYPE	SPORTS SIM

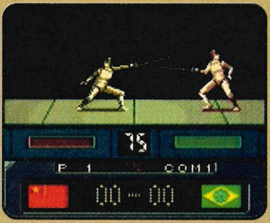

Nintendo
GAME BOY
REVIEWER RUSSELL

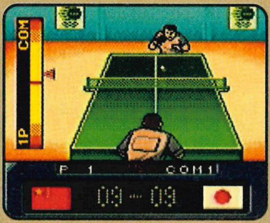
INTERNATIONAL TRACK & FIELD SUMMER GAMES

Button-bashing fun, but can your Game Boy take it?

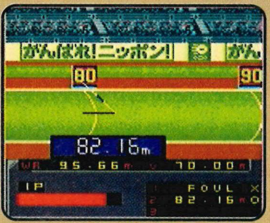

WR 54.01
1:16.00
CONTINUE
EXIT

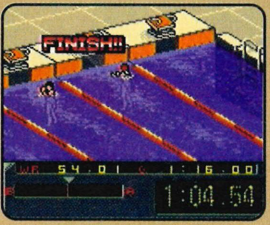

COM
1P
P 1
COM 1
CONTINUE
EXIT


75
P 1
COM 1
00 - 00


COM
1P
P 1
COM 1
09 - 09

International Track & Field has been around for a few of years on different systems and under different guises. It makes perfect sense it should come to the Game Boy – even if the summer Games has been released almost in autumn. D'oh! *Summer Games* looks cool. It's simple to get into the game through its small selection of options screens, and the action kicks off pretty smartish with great presentation and without too much mucking around. The first event you're likely to try out is the 100-Meter Dash. All you have to do is bash the A and B buttons as quickly as you can once the start gun sounds. The problem with doing this effectively on the Game Boy is that it's best done either with one swiping finger or with both hands – that's a problem for any hand-held system!

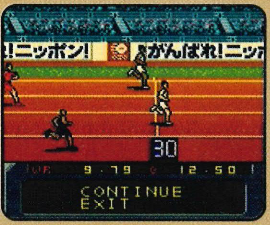

がんばれ!ニッポン!
80
90
82.16m
WR 95.66m
70.00
1P
FOUL
82.16m


FINISH!!
WR 54.01
1:16.00
1:04.54

podium place?

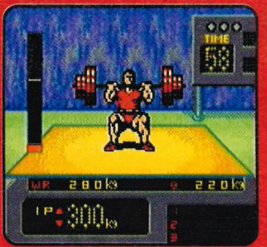
Don't get me wrong – I'm not saying *Summer Games* isn't playable. It features all the fun, sweat and elation of its successful predecessors, but when the machine's shaking ten-to-the-dozen thanks to your frantic bashing, it's sometimes hard to see what's happening. Graphically, *Summer Games* is cool. Each event looks great, with a style in keeping with the original format. The colours are crisp, the animation is realistic and each event is explained in detail on one easy screen. Once all the events have been mastered, however (which could take as little as a day), *Summer Games* quickly loses its appeal. You can always try beating your personal bests, but beyond that and Versus Mode, your gaming is done.

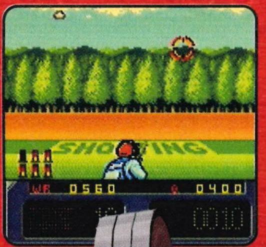
russell barnes


ニッポン!
がんばれ!ニッ
30
WR 9.79
12.50
CONTINUE
EXIT

Sporting Events

There are a total of 12 events in Summer Games, so the challenge looks good from the off. Sadly, most of the events are pretty repetitive, and the Championship Mode only lets you do certain ones. Which is a bit smeg!


TIME 58
WR 280kg
220kg
1P 300kg


SHOOTING
WR 0560
0400
0010

Options

There are three modes to play in Summer Games. Trial Mode starts with only six events, and the idea is to practice each event until you can get gold. Once you've done this, new events open. Championship Mode pulls out ten events and challenges you to compete in each, one after the other, with your results going on a points tally totalling for the end result. The final mode is Versus, which allows you to play against a friend through the link cable – the best way to play by far.

Summer Games

Here's a run-down of all 12 Summer Games events, sport-pickers...

- 100-Meter Dash
- Long Jump
- Fencing
- Javelin
- 100-Meter Freestyle
- 110-Meter Hurdles
- Vault
- Trap Shooting
- Table Tennis
- High Jump
- Weight Lifting
- Pole Vault

power scorez

uppers

- Lots of fun events
- Colourful graphics
- Fun in two-player

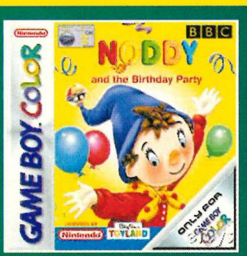
downers

- Hard on your Game Boy
- Hard on your fingers
- Quite short-lived

summary

Summer Games is fun and challenging, but it doesn't last as long as we'd like.

69%



NODDY AND THE BIRTHDAY PARTY

Can you get Noddy to the party in time, do you care anyway?

DAMAGE: £24.99
ON SALE: OUT NOW
WHO: BBC MULTIMEDIA
TYPE: MULTI-GENRE

Nintendo
GAME BOY
REVIEWER IAN

Okay, let's not get cynical. Noddy is basic, easy and hardly taxes the gamer, but it's aimed at kids – I mean very young kids, aged three and up. And as such, it's not bad at all. *Noddy and the Birthday Party* is basically a series of sub-games where you do favours for the residents of Toytown in return for sixpencees to save towards Big Ears' birthday cake. The collecting is via very simple platform or fly-around gaming, but it's colourful, bold and ideal for the very young. If you're old enough to read this, it's probably not for you (and frankly I'm surprised you got this far into the review), but if you're looking for a pressie for a toddler, go for it...

ian osborne

NOT BLACK & WHITE COMPATIBLE

power scorez

uppers	downers	summary	
Colourful Great graphics Kids will love it	Only for toddlers	Noddy is a timeless icon, and the game is worthy of the legend (barf!)...	75 %

THE PLAYSTATION2™ MAGAZINE
£1.50 LAUNCH PRICE
engine
THE HEART OF PLAYSTATION2™ GAMING
Issue 001 • December 2000 • Only £1.50
www.enginemagazine.com
GRAN TURISMO 3™
THE REAL DRIVING SIMULATOR
The GREATEST racing game ever?
REVIEWED: TIMESPLITTERS ■ TEKKEN TAG TOURNAMENT ■ SSX ■ RIDGE RACER V ■ ISS 2000 ■ FANTAVISION
PREVIEWED: METAL GEAR SOLID 2 ■ ONIMUSHA: WARLORDS ■ THE BOUNCER ■ UNREAL TOURNAMENT ■ 7 BLADES
DVD REVIEWS: FIGHT CLUB ■ JURASSIC PARK ■ THE MATRIX ■ SPINAL TAP ■ DISNEY'S TARZAN
AND SO MUCH MORE!

engine
THE HEART OF PLAYSTATION2™ GAMING

TIMESPLITTERS ■ SSX ■ FANTAVISION
TEKKEN TAG TOURNAMENT ■ 7 BLADES
RIDGE RACER V ■ ISS 2000 ■ SILENT SCOPE
METAL GEAR SOLID 2 ■ SUMMONER
TEKKEN TAG TOURNAMENT ■ 7 BLADES
DYNASTY WARRIORS 2 ■ FIFA 2001
...AND SO MUCH MORE!

LAUNCH PRICE
£1.50

ON SALE
23RD NOVEMBER

Visit us @ www.enginemagazine.com

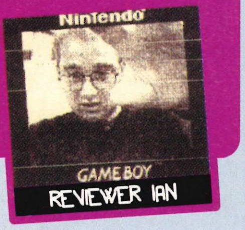
top tip When entering the jumps, remember you can't steer in mid-air…

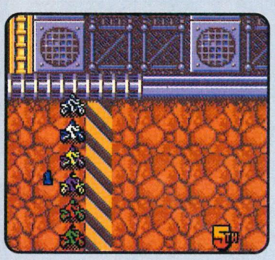
NOT BLACK & WHITE COMPATIBLE

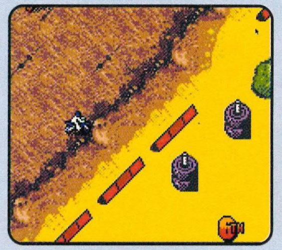
GAME BOY COLOR
JEREMY McGRATH SUPERCROSS 2000
Acclaim SPORTS

JEREMY MCGRATH SUPERCROSS 2000

DAMAGE: £24.99
ON SALE: . . . . .OUT NOW
WHO: . . . .ACCLAIM ENTERTAINMENTS
TYPE: . . . . .DRIVING GAME



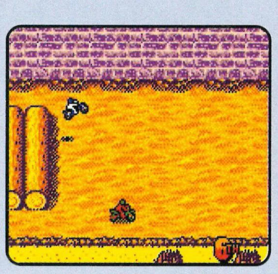




Can this two-wheeled racer snatch the chequered flag?

First things first. A curse on the geezer who came up with the colour scheme for this one. In fact, I hope he gets stuck in the lavatory while the people next door play Spice Girls CDs at full blast. All day long. It's terrible – the colours are so bright it looks like they were drawn with a box of crayons, and offer none of the rough-and-tumble grittiness of the real-life sport. The engine noises are pretty dire too, sounding like a vacuum cleaner that's just sucked up a swarm of bees, but the music's okay-ish.

At this point, you're probably checking the bottom-right corner of the page, wondering if that 85% mark is a smeg-up on our part. It isn't. *Jeremy McGrath Supercross 2000* has that all-important factor that transcends the graphics and the sound. And that's GAMEPLAY!



gettin' dirty…

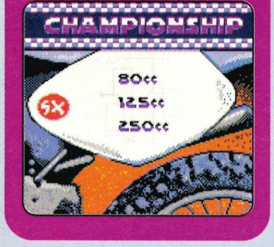
Think of *Jeremy McGrath Supercross 2000* as a kinda *TOCA* on two wheels. It's got the same overhead-but-at-an-angle perspective, the same edge-of-your-seat controls and most of all, the same heart-in-mouth action. It's tremendous! As the pack scream away, you know you're in for a rough ride. At first it's harder than a hell's angel with a baseball bat, but as you get the feel for the course and the bike's handling, you learn how to find the fastest route through the corners and the safest paths over the jumps. Safety is indeed a prime concern – smash into the tracksides and you're over the handlebars and eating dirt.

If this game's visuals and sonics were as good as its gameplay, it would be Da Bomb, but at least it got its priorities right. So what if the bikes look like they're made of LEGO? It plays like a dream…

ian osborne

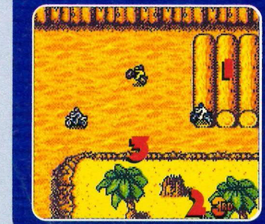
Test of Skill

The still levels in Jeremy McGrath are set by the bike's engine size. The more powerful the machine, the harder it is to handle.



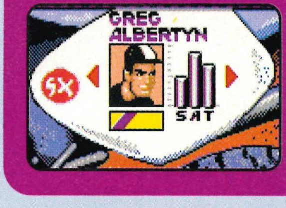
Wotz where…

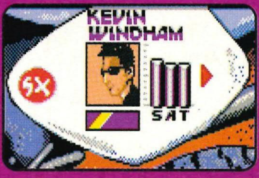
1 You can jump over or steer around the logs.
2 Your race position – replaced by the lap number as you cross the start/finish line.
3 Careful not to hit this trackside bank – you could come off.

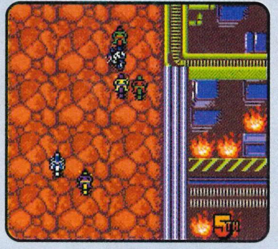


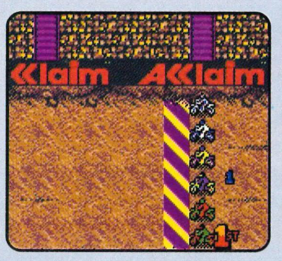
Ride 'em, Bike Boy

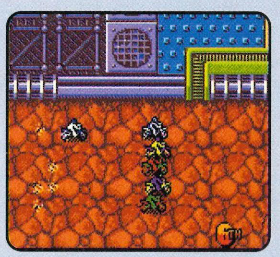
You get a choice of six pro riders in Jeremy McGrath Supercross 2000, all with their own stats for speed, acceleration and traction. Anyone ever heard of 'em? Thought not…

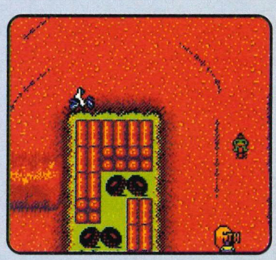












power scorez

uppers
Great gameplay
Fast action
Heart-stoppin' racing

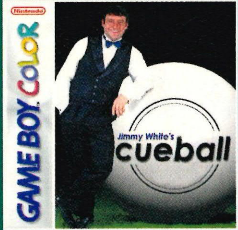
downers
Sound
Over-colourful graphics

summary
Plays a zillion times better than it looks. Recommended.

85 %

NOT BLACK & WHITE COMPATIBLE

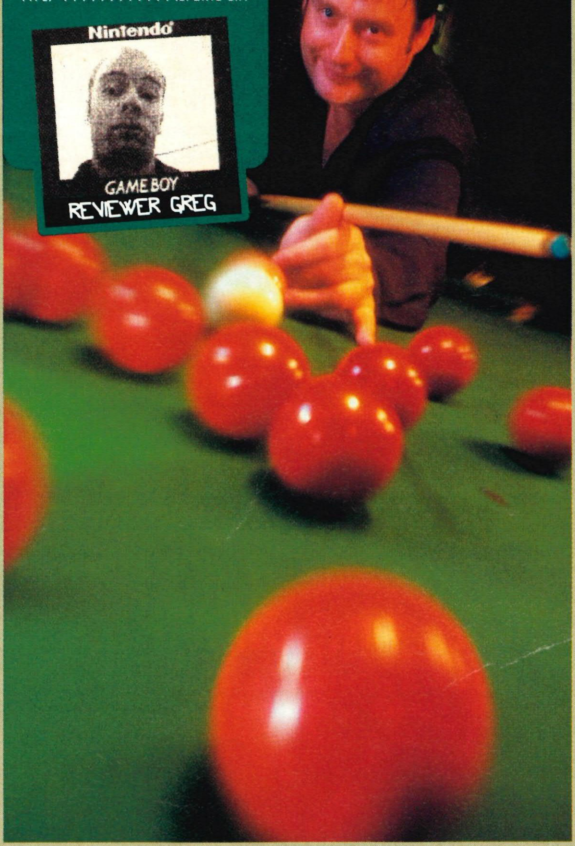
top tip Don't split the reds too much at the start – it leaves the table open for your opponent.


Nintendo
GAME BOY COLOR
Jimmy White's
cueball

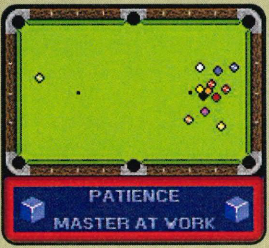
JIMMY WHITE'S CUEBALL

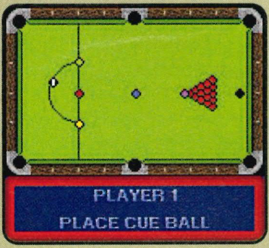
NOT BLACK & WHITE COMPATIBLE

DAMAGE: £24.99
ON SALE: . . . . .OUT NOW
WHO: . . . . .VIRGIN INTERACTIVE
TYPE: . . . . .SPORTS SIM


Nintendo
GAME BOY
REVIEWER GREG

A whirlwind of a pool game. Greg chalks his cue...


PATIENCE
MASTER AT WORK


PLAYER 1
PLACE CUE BALL

Poor old Jimmy – bless 'im – has never been the most successful snooker player. He's picked up the odd trophy here and there, but has never troubled the winning dullards like Davis and Hendry. Of course, that's why we all love him. Old 'Whirlwind', as he's nicknamed, plays with flair and passion, making him the ideal man for a bout of Game Boy snooker. Actually, there's more here than just snooker. You can also play both eight- and nine-ball pool if you fancy a speedier game.

Boring as physics is, the motion of the ball has to be accurate or you soon give up trying. Thankfully, the balls here move fairly realistically, despite the odd occasion where they rebound madly off the cushion or slow up when you least expect it.

right on cue

Okay, it may not look as fancy as the Crucible, but the graphics are very clean, if a little basic and hard to see at times. The colours can be quite difficult to make out on the screen, which, as you can imagine is not good for a snooker game. The sound is varied, with rather annoying choonz, but some decent Americanised vocal samples. The game even has a bit of a Jimmy attitude; when you've played your shot, you're told to wait for the 'master at work'. Ahem.

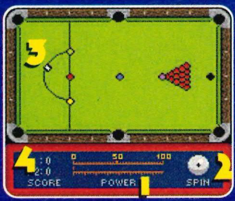
Your opponents range from Broke Ben and Suzy Cue to the rather more formidable Jimmy White himself. Of course, like any sports game, challenging your mate is the best way to play, and here you take your shot before handing the Game Boy over to your opponent.

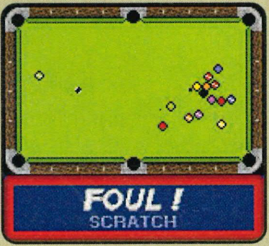
There are some problems with colours and motion, but *Jimmy White's Cueball* is one of the best snooker/pool games you can get. Sorted!

greg howson

wotz where...

1 Power bar.
2 Use this to adjust top and back spin.
3 The cue ball.
4 Your current score.

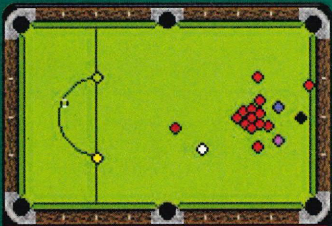

3
4
1
2
SCORE
POWER
SPIN
50
100


FOUL !
SCRATCH

P1:
P2:
SCORE
POWER
SPIN

P1:
P2:
SCORE
POWER
SPIN

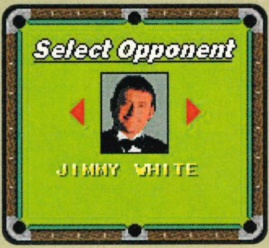
Pool Rulez


FOUL !
ON BALL NOT HIT FIRST

8-Ball: whoever pockets first chooses either stripes or solids. The aim is to pocket all seven of either before potting the winning 8-ball.

9-Ball: Nine balls numbered one to nine are racked in a diamond shape, with one at front and the nine-ball in the centre. You then start potting, but you have to hit the lowest-numbered ball each time. The winner is the one who pots the nine-ball after all the other balls have been sunk. Good luck!

P1: 0
P2: 6
SCORE
POWER
SPIN


Select Opponent
JIMMY WHITE

power scorez

uppers

Easy to pick up
Two-player is fun
Cute graphics

downers

Colours hard to see
Can be fiddly
More fun in real life

summary

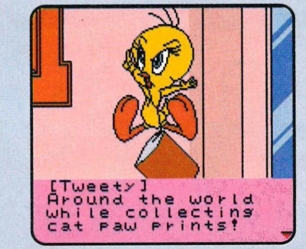
Jimmy White's plays a mean game of pool and snooker. Plenty for fans of the green table to enjoy.

75%

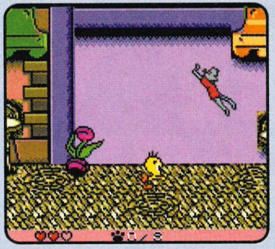
top tip By tapping 'B' really quickly after jumping, Tweety can fly through the air. If you keep tapping, you can stay just as high, so enemies can be avoided easily and half the level can go by unnoticed!

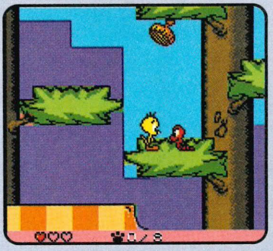
NOT BLACK & WHITE COMPATIBLE GAME BOY power

GAME BOY COLOR
Tweety's High-Flying Adventure
KEMCO
Nintendo
ONLY FOR GAME BOY COLOR



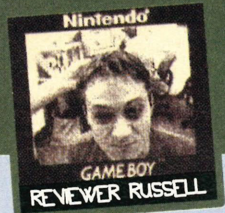
[Tweety]
Around the world
while collecting
cat paw prints!



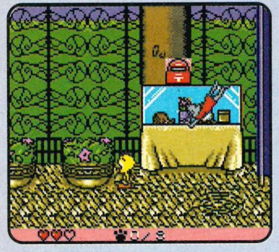


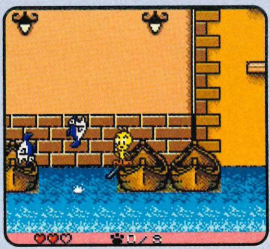
DAMAGE: £24.99
ON SALE: OUT NOW
WHO: KEMCO
TYPE: PLATFORM GAME

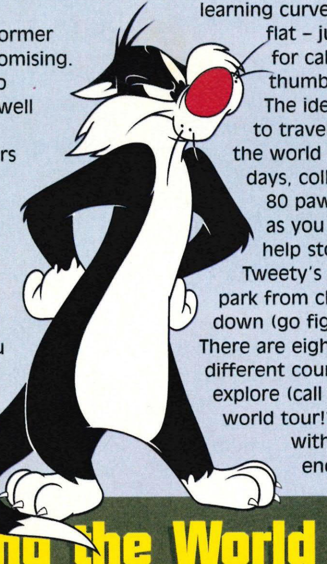
TWEETY'S HIGH-FLYING ADVENTURE



"I tought I taw a putty tat!" Russell investigates...







This platformer looks promising. The intro story is well presented, with familiar characters and good humour. The option screen shows the game caters for two players, a Training Mode is included and you can save and continue your adventure whenever you like.

Training is thorough, if a little long-winded, but it makes it quite obvious (before you even start the game properly) that *Tweety's High-Flying Adventure* is really aimed at younger kids. The controls are ultra-simple and the learning curve is very flat – just right for callus-free thumbs!

The idea here is to travel around the world in 80 days, collecting 80 paw prints as you go to help stop Tweety's local park from closing down (go figure). There are eight different countries to explore (call that a world tour!?), each with suitable enemies and backgrounds. Unfortunately, there's always something that remains the same throughout the game – the repetitive gameplay. Okay, so we weren't expecting four games in one, but a bit of variety is needed. It wouldn't be so bad if things weren't so basic and dull to start with, but after completing the first county it's unlikely you'll have the motivation to carry on.

canary capers

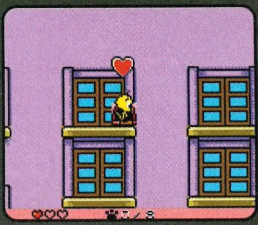
There are 15 different items available throughout the game, and each can get rid of an enemy or help Tweety out in one way or another, but thanks to basic graphics and a serious lack of imagination, there's very little difference between one weapon to the next (they're all either missiles or mines). The same goes for the various enemies you encounter too. Zzz...

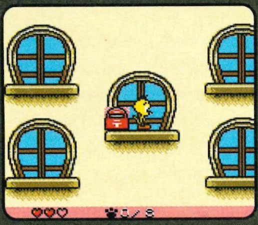
If you're really after a platform game this month, check out *Jungle Book* instead. The graphics are loads better, the gameplay's more fun and there's a real challenge to sink your teeth into. Bog off Tweety, you're about as much fun as geography!

russell barnes

Trap Those Baddies!

There are no less that 15 different items to discover in the game. Most of them are weapons to take out baddies, and others are for saving and replenishing health. Simply pick the item you want from the inventory screen then use it on those baddies to teach them a lesson!

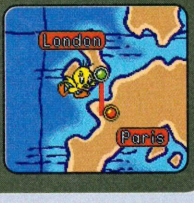


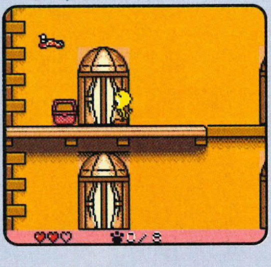


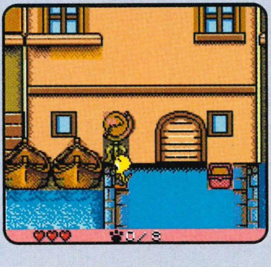
Around the World

Your around-the-world journey takes you to eight territories:

Paris: Watch out for the choping flowers!
Venice: Careful you don't fall in the canals!
Egypt: Beware of the mummy!
Africa: Dark and mysterious...
Yokohoma: Use the pipes on the ship to get around.
Australia: Waltzin' Matilda down under.
San Francisco: California dreamin'
Las Vegas: Bright lights, big city...

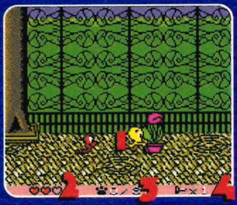






wotz where...

1. Tweety can push objects. Push them off ledges and bounce them off a baddie to kill.
2. Your energy. Don't lose heart...
3. The number of prints you've collected on this level.
4. Current weapon and quantity remaining.



power scorez

uppers
- OK for tiny tots
- Easy to pick up
- Easy to play

downers
- Too easy!
- Repetitive
- Boring

summary
There's just not enough here to keep any platform fan happy for long. Boring!

61%

NOT BLACK & WHITE COMPATIBLE

top tip If in serious trouble when facing a boss baddie, try a suicide charge. Give it everything you've got, then use your immune period with your next ship to topple the terror.

PROJECT
S-11
GAME BOY COLOR
ONLY FOR GAME BOY COLOR
Nintendo
SUNSOFT

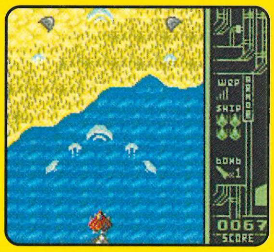
PROJECT S-11

It's time to save the galaxy from the alien scum (again)...

DAMAGE: £19.99
ON SALE: MID-NOVEMBER
WHO: SUNSOFT
TYPE: SHOOT-'EM-UP

Nintendo
GAME BOY
REVIEWER IAN

This is a blaster from the old school, an eight-level no-nonsense retro romp through alien-infested territory, a vertically-scrolling shooter which throws you into one hell of a firefight. Look out for mid- and end-of-level bosses, power-ups and everything else you would expect, including great gameplay.

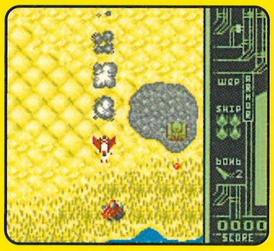


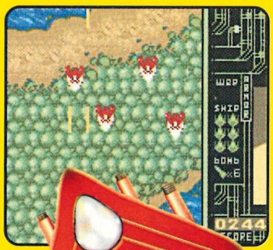
There are some fine ideas here. The power-ups allow you to switch between five weapons. Collect the weapon you already own and you improve it through three levels. If you die, you only lose ONE power-up level. Hurrah – too many games let you build your sluggish peashooter into a sleek machine, only to take you all the way back again when you die. The weapons offer variety, and their strengths and weaknesses make battling the baddies a tactical fight too.

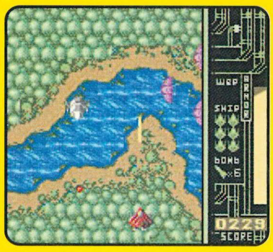
kerbaaang!

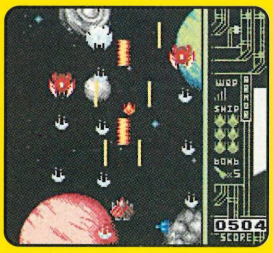
Unfortunately it's cursed with some smeggy flaws which should've been shot down in flames. Because of its small screen and sheer speed, it's often hard to see the bullets. The foes take too many hits before dying too, meaning it's often easier to avoid 'em than to fight. Or you can rely on your armour and pitch in with brute force, taking shots as you deal 'em. Neither tactic is satisfying – if both you and the aliens had less armour, the edge-of-your-seat action would be improved. It's a cool game overall, though, and clearly shows how a classic gamestyle can be revisited and still impress.

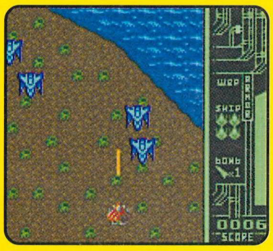
ian osborne

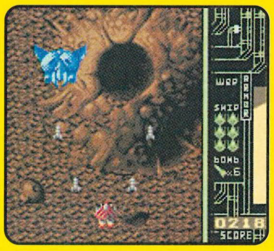






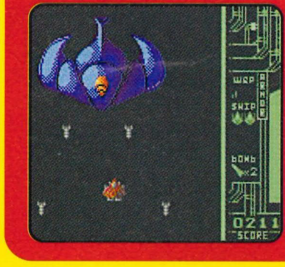


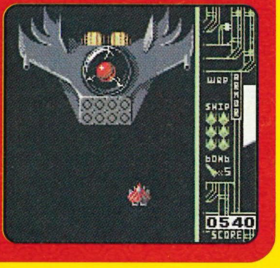




Boss Baddies

At the end of every stage, there's a boss baddie. Quelle surprise...





Weapons of War

Collecting power-ups increases your firepower. There are five different weapons to collect and build.

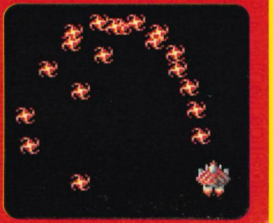
Falling Flame
This flamethrower-like weapon is perfect for eliminating large waves of enemies. The longer you hold down the fire button, the shorter its range becomes.

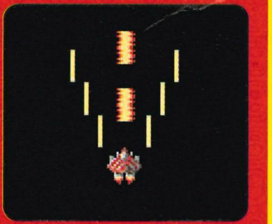
Laser
This is the default weapon, but it still packs a powerful punch when powered up.

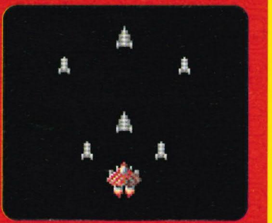
Missile
This is the most damaging weapon; its only drawback is its poor rate of fire.

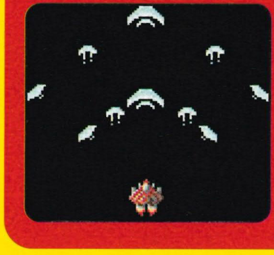
Sinus
Destroys ships with its interlacing rings. When at full power, it's hard to beat.

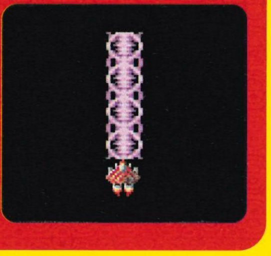
Sonic
Weapon of mass destruction when powered up. Has the best coverage of any weapon available.





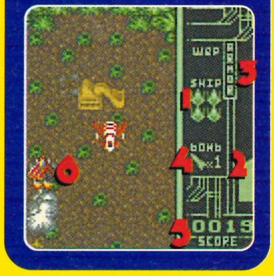






wotz where...

1. Ships Remaining
2. Weapon Power
3. Armour strength
4. Bombs available
5. Score
6. Your craft



power scorez

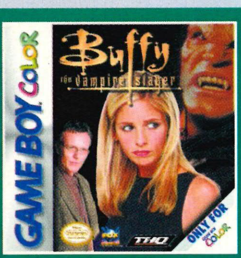
uppers
- All-out action
- Great retro feel
- Good use of power-ups

downers
- Often difficult to keep up with the action
- Brute force wins over dexterity

summary
Project S-11 is good, but not great. There's just too much going on for the small screen.

76%

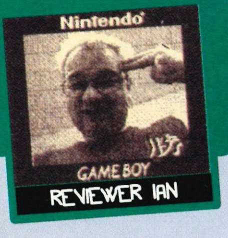
top tip Don't try to pick up objects during a fight unless your opponent is a long distance away. It's just too risky.



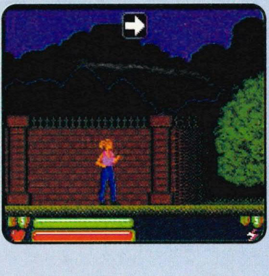
BUFFY THE VAMPIRE SLAYER

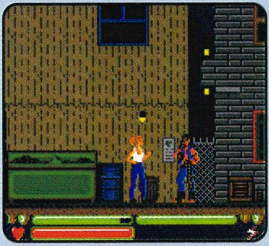
NOT BLACK&WHITE COMPATIBLE

DAMAGE:	£24.99
ON SALE:	OUT NOW
WHO:	THQ
TYPE:	BEAT-'EM-UP



On the small screen she's drop-dead gorgeous, but can Buffy charm on the Game Boy Color?





I'll say this for the *Buffy the Vampire Slayer* TV show – it's incredibly slick. Okay, the storylines are pretty poor and the acting is; well, let's just say its stars have no need to keep Oscar night free. Even so, people tune in by the thousand.

It's much the same story with the game. The storyline's only advanced during between-action conversations, which is very true to the show. Hardly a problem in a beat-'em-up, though. The 'acting' – there isn't any really, just voice bubbles and cartoon frames. Well, what did you expect? FMV? The beautiful Buffy looks amazing when on the move, and that's the most important thing – for the game and the show.

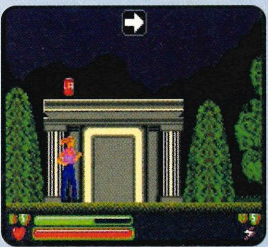
Let's go to work...

Enough TV comparisons. How does it play? If you like your Double Dragon-style scrolling fighters, you'll love *Buffy the Vampire Slayer*. It's incredibly slick, action-packed and very well animated. Controlling Buffy (of course), you march through 13 areas taken from the TV show, including the Sunnydale Mall, Buffy's dorm, the cemetery and more. You meet a variety of humanoid undead-types on your travels, and thankfully it takes different tactics to topple 'em. Some you close down and punch to death, some you fight on the move, some you take out from behind your guard, but don't expect the same strategy to work for all monsters. You only ever fight one foe at a time, which is a bit smeg, but it's tough enough to keep you interested.

The controls are instinctive after a while, packing a neat package of moves onto the GBC's two buttons, though it's crying out for a Run function. Also, you can't pick up the objects lying around unless there's a monster on the screen, and there's seldom time to grab it when there is. This is a small point, though. The weapons are only a small part of the game anyway.

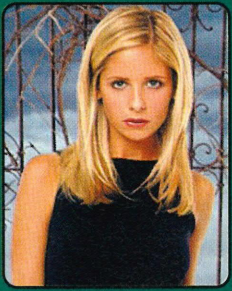
Buffy the Vampire Slayer is a beat-'em-up with brains, a tribute to how sophisticated a game can be on the small screen. In this respect, it's just the opposite of the TV show.

ian osborne



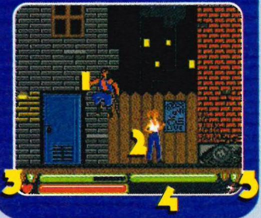
Beautiful Buffy

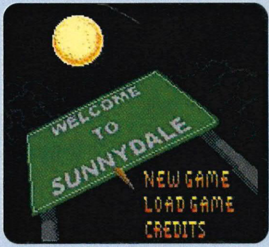
Sarah Michelle Gellar – she can't act, but she's sooooooo gorgeous...

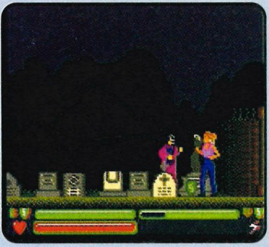


wotz where...

1. Your foe
2. Mmm, Buffy
3. BHuffy's energy
4. Enemy's energy
5. Power-ups

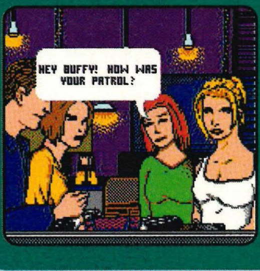


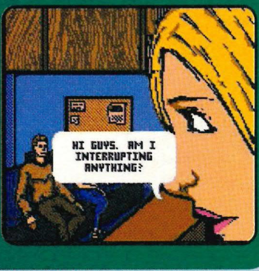




Cartoon Capers

Between levels, Buffy and friends give you an update on the storyline via some cool American-style cartoon frames. They work pretty well in a DC Comics sort of way.





power scorez

uppers

- Slick animation
- Fights sophisticated
- Good graphics

downers

- Only one foe at a time
- No Run function

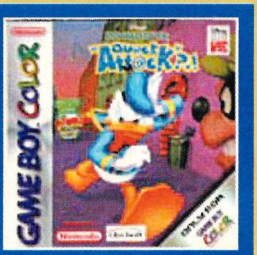
summary

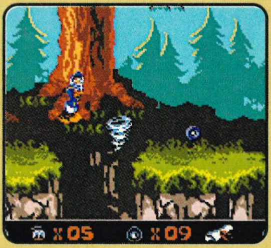
A polished and capable fighter. Tough, slick and action-packed.

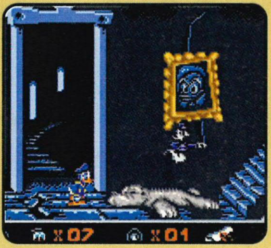
80%

NOT BLACK & WHITE COMPATIBLE

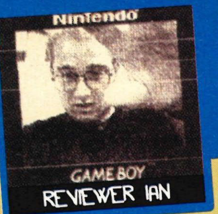
top tip To defeat the first boss (the bear), jump on the branch above a hive to make honey fall into his path. When he eats enough, he falls asleep.







DAMAGE: £24.99
ON SALE: .... OUT NOW
WHO: .... UBI SOFT
TYPE: .... PLATFORM GAME



REVIEWER IAN

DISNEY'S DONALD DUCK: QUACK ATTACK

In the crowded world of GBC platformers, can *Donald Duck* quack it?

It's enough to drive you quackers. Plug in *Donald Duck*, switch on your Game Boy and within seconds you're gasping at the visual delights on offer. Just take a look at the screenshots. The graphics are a real treat, with rich shadings, fine details and intelligent use of colours. Every level creates a beautiful, believable world, filled with outstanding enemies and chipper chums. It's incredible the amount of detail Disney has packed into such small creatures. I mean, look at Donald...

When you've finished gasping at the graphics, you spend the next minute ahhh-ing at the animations. They're as tight as a duck's bottom, and that's watertight. Donald moves and leaps so fluidly he looks like he's in one of his cartoons, not a Game Boy game.

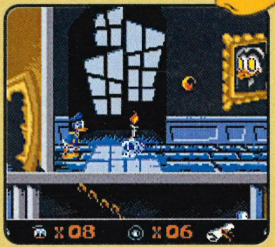
Somewhere around now, you notice the sonics too. Excellent choonz which give the impression of two channels, and spot-on spot effects.

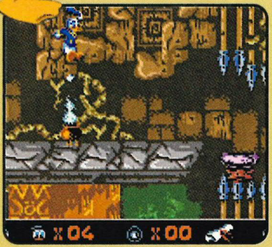
tarred and feathered

Alas, after five minutes the game's major flaw becomes all-too apparent. There's hardly any gameplay in there. Jump on a platform, collect a few tokens, jump to the next platform, bounce on a baddie's head, drop onto the next platform and realise you've seen this sooooo many times before. It's almost as if they were struggling to cover every platform cliché without ever making the game exciting. However brilliant the worlds are, if the levels they contain are so devoid of passion and flair, the game just won't work

If this was a movie, it would be Steven Speilberg filming his dog playing with a beach ball in his back garden. Visually slick and technically brilliant, but the content just isn't there.

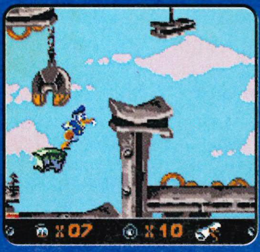
ian osborne

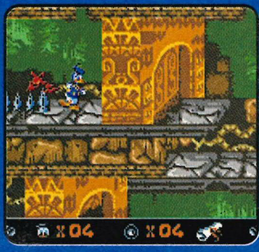




Eye Candy

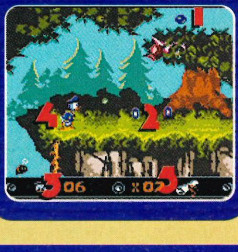
The worlds are blisteringly well drawn, full of rich, detailed graphical touches. It's a pity the level design doesn't come up to the same high standard.





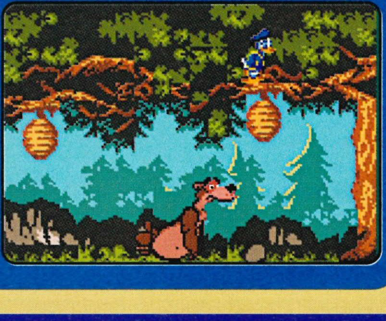
wotz where...

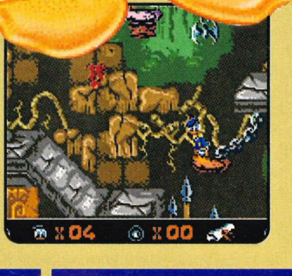
1. Grab this to power up – Donald goes into a mad frenzy!
2. The usual, bog-standard tokens to collect.
3. Your lives.
4. Although small, Donald and his foes look great and animate brilliantly.
5. The number of tokens you've collected. Guess what happens if you get 100?

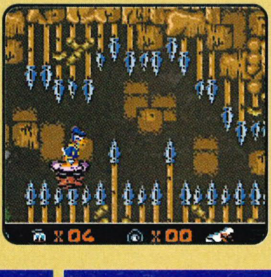


The Bear Essentials...

This overgrown teddy bear is the first end-of-level boss baddie. Check out our Top Tip for a handy hint on how you can deal with him...







power scorez

uppers

Ohhh, the graphics.
Mmmm, the animation.
Ahhh, the sound...

downers

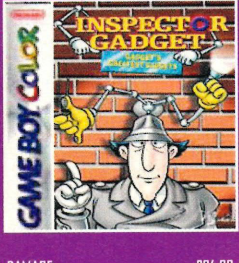
Erm, the gameplay

summary

Blistering presentation, mediocre gameplay. This is becoming par for the course for Disney releases.

68%

top tip Make sure you make good use of all three characters, as each can all do stuff the others can't.



INSPECTOR GADGET

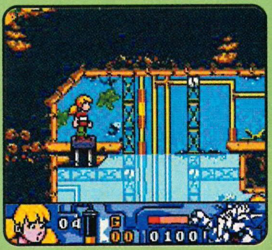
NOT BLACK & WHITE COMPATIBLE

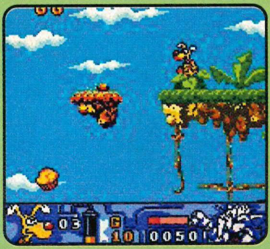
DAMAGE £24.99
ON SALE .... OUT NOW
WHO .... UBI SOFT
TYPE .... PLATFORM GAME

Nintendo
GAME BOY
REVIEWER SAUL

Spring-loaded feet, a helicopter in his hat and not a clue in the world. What a great hero Inspector Gadget makes.

After slipping on a banana skin (as you do), airhead cop John Brown had a near-fatal fall. He was rebuilt by top scientists, and became Inspector Gadget, a super-human with one flaw – he's clumsier than your dad after ten pints on New Year's Eve. And now, after years of crazy adventures in cartoons (and one movie), the clumsy half man, half robot half-wit is finally making his way to the Game Boy Color. Lucky for you, the people who've programmed the game aren't half as senseless as our gadget-laden hero.





go go gadget

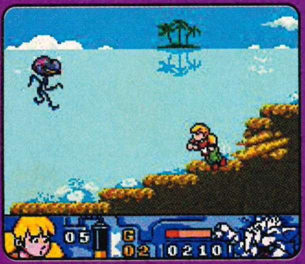
He may be a buffoon, but for some reason Inspector Gadget always seems to win in the end. Well, I say some reason, but it's usually down to the Inspector's schoolgirl sleuth niece, Penny, and her sidekick, the mischievous dog, Brain. These two are always helping out our hapless hero, although he never knows they're even there. Which means not only do you get to play as the clumsy detective, but you can also choose to play as his two unseen helpers. In fact, throughout the game you have to keep swapping between all three of the characters in order to get through some of the tricky platform-based levels. For instance, Brain can jump twice as high as Penny or the Inspector, so if you reach a brick wall, select him to jump over. Penny is the only one who can swim, and the Inspector has the ace up his sleeve, in the form of his amazing array of high-tech, weird, wacky and wicked gadgets. Everything from a wooden mallet and helicopter rotors that extend from his hat to automatic roller-skates, net guns and more are at your disposal to help you in your quest. Which, of course, is a fight against the evil Dr Claw. We won't give too much away, but let's just say the first level involves cannibal cacti and exploding chewing gum. Hmmm.

As well as having great characters, cool levels and lots of crazy goings-on, *Inspector Gadget* also looks pretty cool. The graphics are bright and all of the baddies, especially Claws henchmen, look the absolute biz. And with over 20 trap-filled, puzzle- laden and action-packed levels to get through before defeating Dr Claw, *Inspector Gadget* also takes you an age to complete. Top stuff, then; I wonder if the programmers had any help from Penny and Brain? Go, Gadget, go...

saul trewern

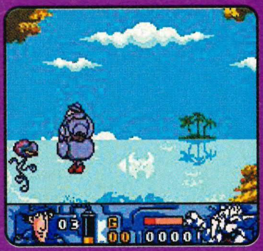
In For a Swim

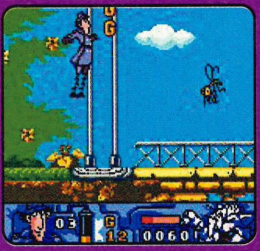
The Inspector's niece, Penny, is the only one of the trio who can swim. You need to use her abilities all the time to reach secret areas and find loads of bonus items – there's soooooo much water to explore in the game.

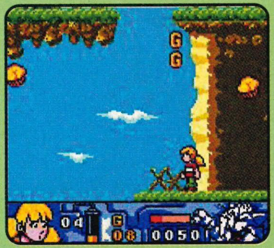


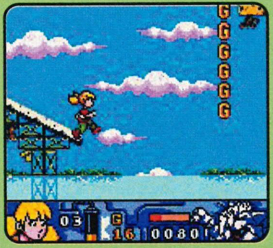
Gadget's Gadgets

The animations on the Inspector's gadgets are usually really cool. Check out his spring-loaded legs and inflatable jacket in these screenshots. Don't be fooled, though; that inflatable jacket won't let you swim, you just bumble about in the water, much like the Inspector does most of the time anyway.





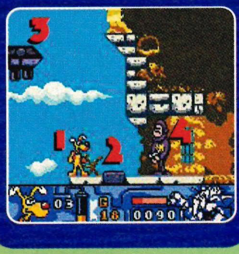




wotz where...

There's so many tricky bits to overcome in the game:

1. Brain has to stand on the platform to the right.
2. A flashing platform that shows you the lift.
3. The lift, which can't be seen until you stand on platform. Takes you to next part of the level.
4. One of Dr Claw's henchmen. Nasty piece of work...



power scorez

uppers

- Inspector Gadget – he rocks!
- Lots of platform antics
- Top graphics

downers

- If you don't like puzzles, stay away
- Can be fiddly changing characters
- Too much blind jumping

summary

A top cartoon and a top film make a top gadget-filled GBC game.

89%

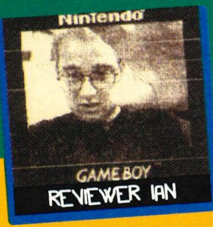
top tip Save your wild cards until you can't play anything else.

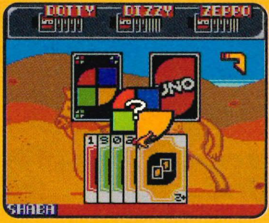
UNO

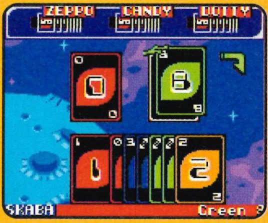
NOT BLACK&WHITE COMPATIBLE

UNO
GAME BOY COLOR

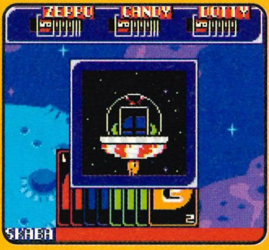
DAMAGE: £19.99
ON SALE: NOVEMBER 2000
WHO: MATTEL INTERACTIVE
TYPE: CARD GAME

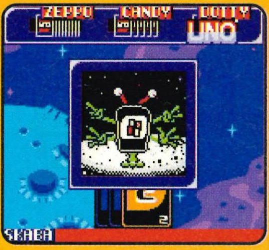

Nintendo
GAME BOY
REVIEWER IAN


DOTTY
DIZZY
ZEPPO
SKABA


ZEPPO
CANDY
DOTTY
SKABA
Green

The numero uno card game?


ZEPPO
CANDY
DOTTY
SKABA

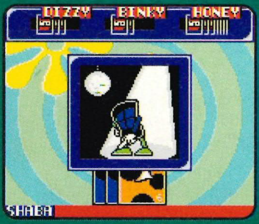

ZEPPO
CANDY
DOTTY
UNO
SKABA

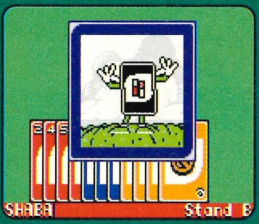
It's a simple concept. Put down a card and the next player must match its colour or number. Certain wild cards force one or all of your foes to pick up two or four cards, reverse the direction of play or change the colour currently being used. First one to get rid of his hand wins, and whatever you're left with scores against you. *Uno*'s a fantastic card game to play with friends and family, and on the Game Boy it's still great fun playing the computer opponents. There's three themed bonus decks based on the Wild West, Outer Space and Groovy, in case you get bored with the standard cards. I don't care what anyone says – I like it!

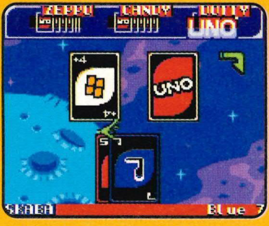
ian osborne

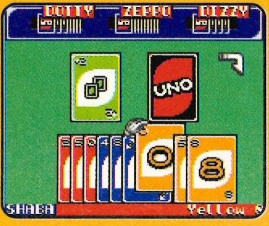
On the Move...

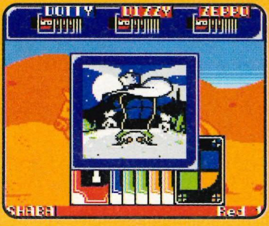
The game offers animations when a player is forced to pick up cards. They're fun for a while, and can be turned off when they get annoying. Which is just as well, really...

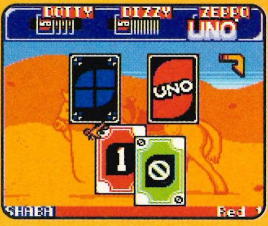

DIZZY
BINKY
HONEY
SKABA


SKABA
Stand B


ZEPPO
CANDY
DOTTY
UNO
SKABA
Blue 7


DOTTY
ZEPPO
DIZZY
SKABA
Yellow


DOTTY
DIZZY
ZEPPO
SKABA
Red


DOTTY
DIZZY
ZEPPO
UNO
SKABA
Red

power scorez

uppers
- Family fun
- Good AI
- Multiple decks

downers
- Annoying music
- No pause menu

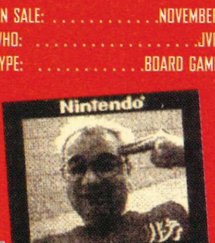
summary
A great card game makes a very credible move to the Game Boy.

80%

BACKGAMMON

Backgammon
GAME BOY COLOR
Nintendo
JVC

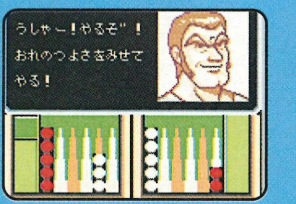
DAMAGE: £19.99
ON SALE: NOVEMBER
WHO: JVC
TYPE: BOARD GAME

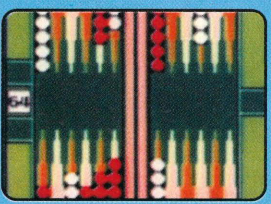

Nintendo
GAME BOY
REVIEWER IAN

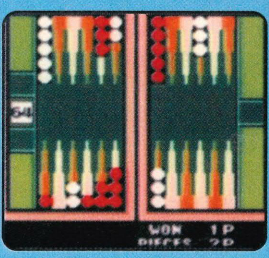
The ancient boardgame hits the smallest screen...

Believe it or not, backgammon is the oldest boardgame known to man, dating back to Roman times. It's also spectacularly cerebral, making it ideal material for a videogame – now you can play against a range of Game Boy opponents as well as your mates. Three modes of play are on offer here – Tournament, Free and Vs. There's six difficulty levels, so unless you're a blinding backgammon maestro, you're bound to find a level to suit. You can play against another human being on the GBC if you wish, but why bother? Just use a backgammon board. It's against the AI opponents that this game shines, and shine it does.

ian osborne


うしゃー！やるぞ"！
おれのつよささみせて
やる！




WON 1P
PIECES 2P

power scorez

uppers
- Good AI opponents
- Classic game

downers
- Graphics not too sweet

summary
No surprises here, but a quality board-basher nonetheless.

79%

POKÉMON™

TRADING CARD GAME

SPIDER-MAN

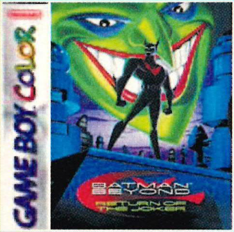
GAME BOY
power
GREG HILDEBRANDT

THUNDERBIRDS™
2
THUNDERBIRD 2
IR
GAME BOY power

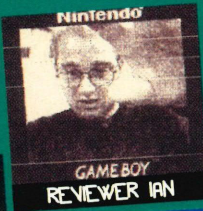
top tip Make sure you don't get foes in front of you and behind you. Keep them all on one side and you can sometimes hit two at once.

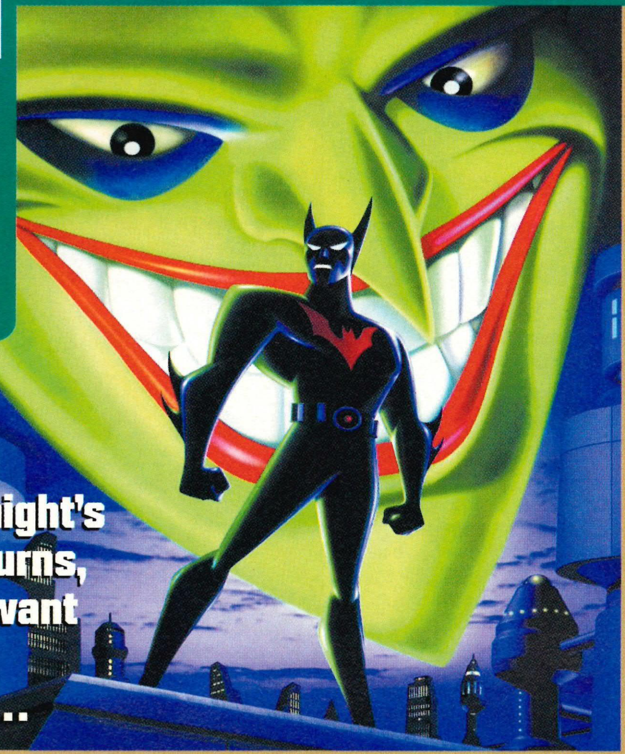
NOT BLACK & WHITE COMPATIBLE

BATMAN OF THE FUTURE RETURN OF THE JOKER



DAMAGE: £24.99
ON SALE: .... OUT NOW
WHO: .... UBI SOFT
TYPE: .... BEAT-'EM-UP

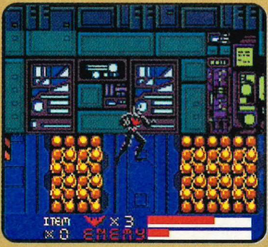




The Dark Knight's nephew returns, but do we want him? Let's investigate...

Who'd have believed it? Who'd have thought the original Batman would hang up his cape and retire, handing his tights and bat-mask to his nephew Terry (hope he washed them first)? That's the premise behind *Batman of the Future*, Warner Brothers' new animated cartoon series. Bruce Wayne is still on the scene, offering helpful advice and information from the bat-cave (and very distinguished he looks too, with his grey locks and smart suit), but it's Terry who gets his hands dirty in the field.

In *Batman of the Future: Return of the Joker* he gets his hands very dirty. Wayne's old sparring partner is up to something, with a new hi-tech team of henchmen (look out for the thugs with animal's heads spliced onto their bodies) and his eyes on some hi-tech equipment. As Batman (of course) you must wipe the smile off his face by battering his band of baddies and then beating their boss.



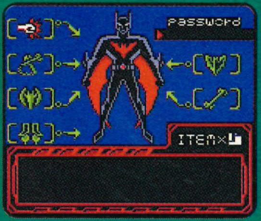
kerpow! wham! zzap!

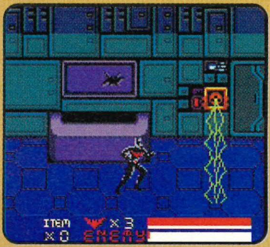
As a fighter, the game works extremely well. The fighting isn't as sophisticated as in *Buffy the Vampire Slayer*, but you can face several foes at once and also walk into and out of the screen, adding depth in other areas. As Batman can punch right and left but not up or down, it can be tricky to keep your foe in front of you, but this was pretty inevitable. Although the basic baddies are a little samey, there are some wonderful mid- and end-of-level bosses, and the terrains add a whole new dimension to the battles. You may have fought hyena-head a dozen times, but how do you cope when your back's against a health-draining spurt of steam? Throw in an exciting plot that unfolds in cartoon cut scenes and incredible graphics and animations, and you've got one of the best scrolling beat-'em-ups on the Game Boy.

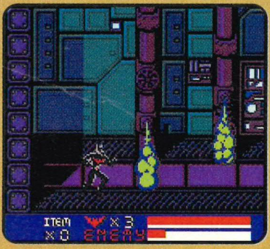
ian osborne

Bat-Gadgets

Press Select and you can swap between your trusty bat-gadgets collected during the game. These include weapons, shields and even hover boots! You can see your current password here at any time during play, which is useful. It also means the game's never interrupted by a password screen, reminding you you're playing a game and preventing you from losing yourself in the action.



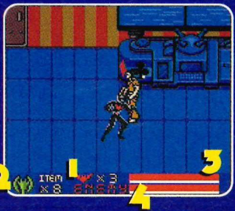




wotz where...

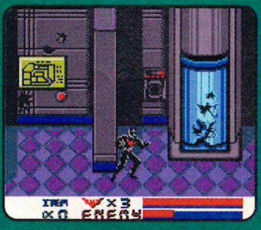
Trust Batman to keep all his trusty Bat-info around him. Here's where to find it...

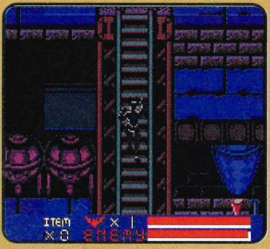
1. Bat-lives remaining.
2. Current bat-item and the number of them in your possession.
3. Your bat-health.
4. The enemy's health bar.

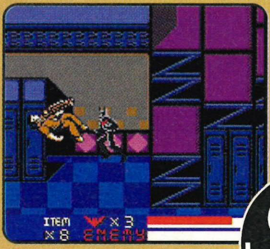


Trash It!

In Batman of the Future you can trash the scenery, sometimes finding goodies. Destroying control consoles is sometimes necessary too.







GAME BOY power da bomb

power scorez

uppers
- Interesting plot
- Top visuals
- Exciting battles

downers
- Hard to keep your foe in front of you at times

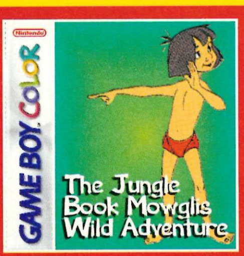
summary
This is one top title. Bold, exciting, gripping – everything a game should be.

90%

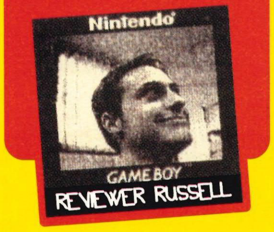
NOT BLACK & WHITE COMPATIBLE

top tip By tapping 'B' when Mowgli's walking, you can make him run. Jumping while running makes you go further and it looks cool too!

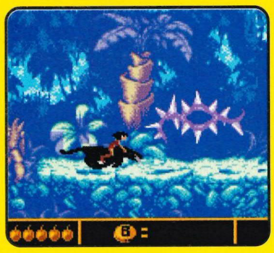
THE JUNGLE BOOK MOWGLI'S WILD ADVENTURE

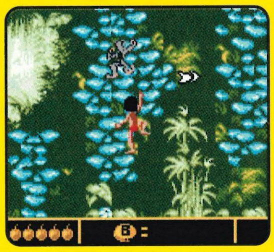


DAMAGE:	£24.99
ON SALE:	NOVEMBER 2000
WHO:	UBI SOFT
TYPE:	PLATFORM GAME



Thirty-three years on, can the Game Boy recreate the Disney Classic?

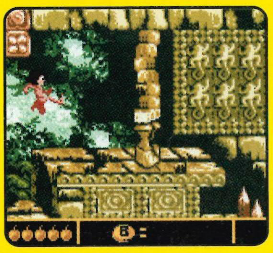




Can you believe that none of us were born when *The Jungle Book* first appeared?! The film's one of Game Boy Power's favourite Disney flicks, and it looks like the game, out in November, will be one of our fave games, at least until Ubi Soft do it again! You can't beat a good platform game, but don't be expecting another Mario clone here – *The Jungle Book* uses some really cool tricks to take it head and shoulders above the run-of-the-mill platform slop we've seen recently.

Playing the part of Mowgli, it's your task to jump and duck your way around five massive, multi-level jungle areas, meeting up with all the characters from the film in your quest to escape the evil clutches of Shere Khan. You know you're in for treat when the opening sequence kicks in, featuring some amazing quality snippets from the film. The music is nicely recreated for extra atmosphere too, and the quality of the graphics isn't far short of the film, with cool animation and responsive, easy-to-handle controls. Mowgli can jump, duck, throw items, use switches and even hang onto platforms in true Lara style to aid his progress.

The levels are beautifully detailed and all your friends and foes blend into the mix perfectly – cool!



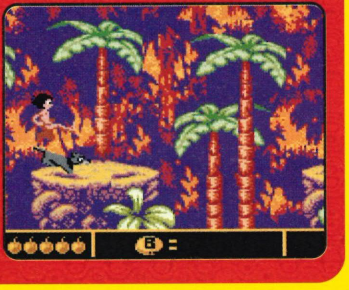
King of the swingers...

There's lots to discover on your adventure, and lots of skills to learn as you go. Try throwing some bananas on the floor to lure the snake away from the platform you want to reach, then quickly run and jump to safety before it comes back – excellent! Even from about the third level of the first area, things start getting tricky. It's lucky the game uses an easy password system to save your progress. There's no way you could play through the game in one sitting as it gets really tough, but your batteries wouldn't last that long anyway!

russell barnes

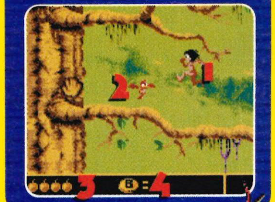
Race Me!

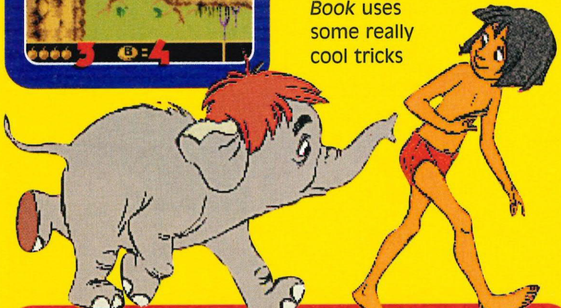
Every now and then you're challenged to a running race against a local big-cat. You have to avoid obstacles, jump gaps and even use time-release doors during your race, so keep your wits about you at all times!

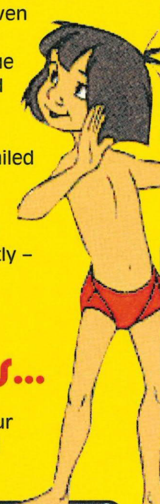


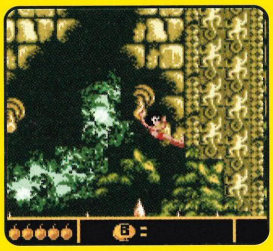
Wotz where...

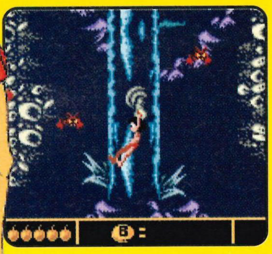
1. Mowgli (you).
2. Baddie.
3. Health remaining.
4. Action button.





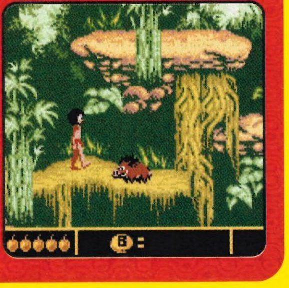


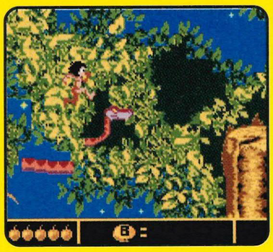


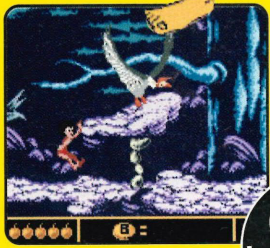


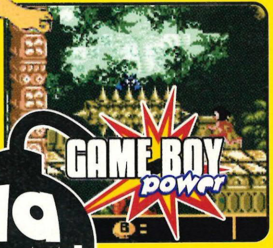
Bouncing Pumba!

At some points during the game, you come across these cute little wild boar. They help you to reach really high platforms by jumping on their fat tummies, but first you have to lure them into position by throwing some food on the floor in the right place! Then it's up, up and away!









GAME BOY power da bomb

power scorez

uppers

Top graphics
Easy controls
Challenging

downers

Gets tricky quickly
Hard on batteries
That's about it...

summary

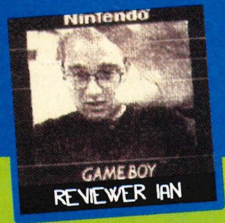
The Jungle Book's a classic in the platform stakes – just don't expect an easy ride!

90%

top tip Taking out the balloons on the edges of the cloud first makes it descend slower.

Nintendo
GAME BOY COLOR
Pop n' Pop
JVC
TAITO
Nintendo
ONLY FOR GAME BOY COLOR

DAMAGE: £24.99
ON SALE: . . . . .OUT NOW
WHO): . . . . .JVC
TYPE: . . . . .PUZZLE GAME



REVIEWER IAN

POP N' POP

The boyz from *Bubble Bobble* are back in a brilliant balloon-bustin' bonanza...

Pop n' Pop has already wowed on other games machines. It's a puzzler that (for once) doesn't rip off *Tetris*. In fact, it's a little more like an upside-down *Columns* or *Dr Mario* but with a better level structure.

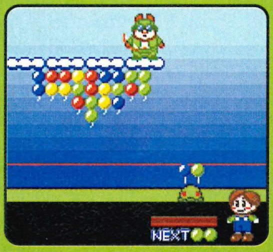
Playing as one of the cute characters from *Bubble Bobble*, you move along the bottom of the screen carrying a couple of helium balloons. Burst the balloons hanging on the rapidly descending cloud above you before they cross the red line, ending your game. Rotate the balloons you hold, then release them to float upwards and settle, groups of three similarly-coloured ones exploding with a pleasing pop. Balloons rise to fill gaps created by bursters, giving you the chance to make more threes. Some offer power-ups which might raise the cloud or give an extra life too.

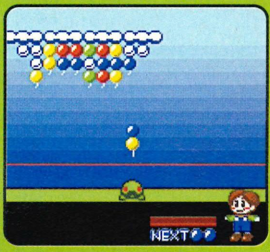
pop! pop! pop!

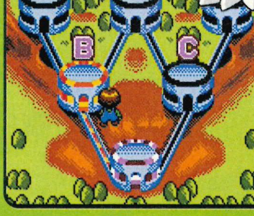
Pop n' Pop is a fantastic game. The levels are designed so cleverly you're always on your toes looking for ways of chaining balloon bursts. If you fail, either by miscalculating while going for points or missing the target as you release your balloons, you always blame yourself not the game, and that's how it should be. The graphics are cute and colourful, though it's sometimes difficult to tell the difference between some of the balloon colours, especially those with power-ups, and for once the background music doesn't make you want to turn it off as soon as you hear it.

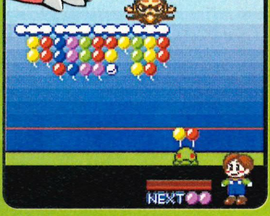
Our only major complaint about *Pop n' Pop* is the missing Puzzle Mode which graced the PlayStation version. Here you had a set number of balloons offered in a specific order to clear the cloud. Nothing was left to chance – it was 100 levels of pure thinking. Had they included this instead of the two two-player modes, it would certainly be Da Bomb, but even without it, it's a top game. If you like your puzzlers, buy it!

ian osborne



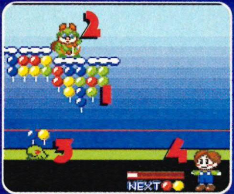






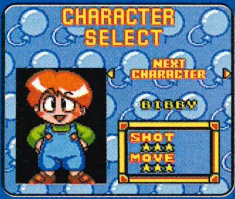
wotz where...

1. Match three balloons to make them pop. Clear the cloud before it reaches the ground.
2. This end-of-level boss makes cloud fall faster.
3. This is you. Rotate the balloons at whim before releasing them.
4. Check here to see what balloons you get next.



The Boyz in the Bibs...

You've several characters on offer, all with their own movement and shooting speeds. Pick one that suits.



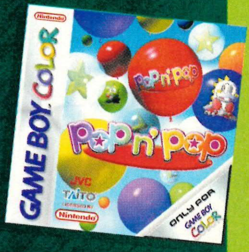
competition!

TWO COPIES OF POP N' POP MUST BE WON!

Now you know just how good Pop n' Pop is, we bet you'd love to win one, and you can – we have two to give away. To stand a chance of winning, just answer this simple question:

Pop n' Pop features characters from which famous videogame?

Answers on a postcard to:
Take a Pop Competition, Game Boy Power, 22 Strand Street,
Poole, Dorset BH14 1SB



Entries which arrive after 10th December will be packed into hydrogen balloons and popped.

power scorez

uppers
- Brill puzzle action
- Features Bubble Bobble characters
- Thrilling

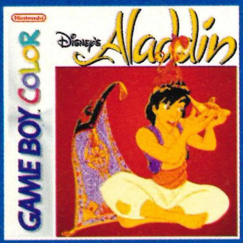
downers
- No Puzzle Mode

summary
Top puzzling action from Taito – a brilliant game.

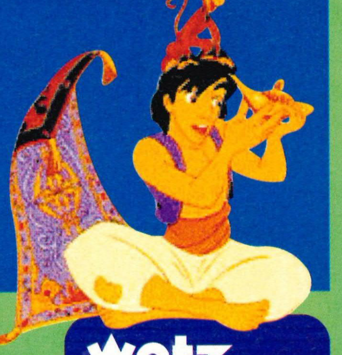
89%

NOT BLACK & WHITE COMPATIBLE

top tip Make sure you explore the whole of a level as there's always lots to see and collect in little out-of-the-way areas. Watch out for baddies waiting to ambush you, though.



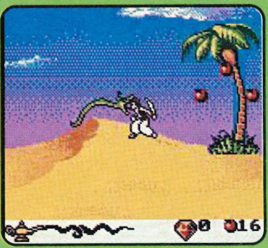
DISNEY'S ALADDIN

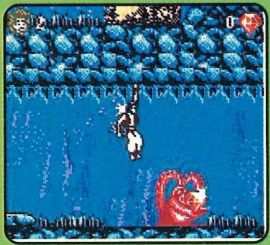


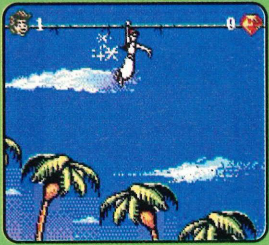
DAMAGE:	£24.99
ON SALE:	OUT NOW
WHO:	UBI SOFT
TYPE:	PLATFORM GAME

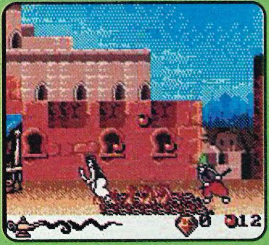
Nintendo
GAME BOY
REVIEWER SAUL

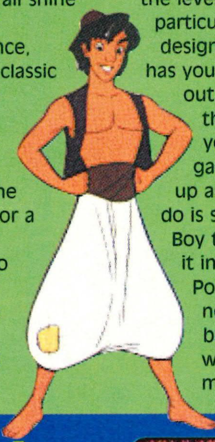
The classic Mega Drive platform romp makes a comeback, Game Boy style!









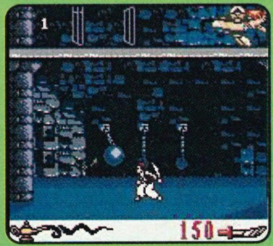


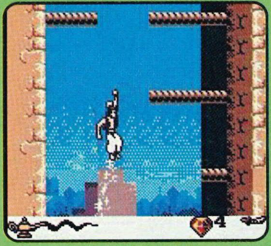
Disney games are usually all shine and no substance, but this port of a classic Mega Drive game from eight years ago cannot be tarred (and feathered) with the same old brush. For a start, there's absolutely loads to do as you take control of Aladdin on his quest to find the lamp and defeat the evil Jafar. All of the levels, spread over a massive eight areas, are brimming with traps, treasures and bad guys to duff up. That's even before you've thought about finding your way to the exit. You see, although the levels themselves aren't particularly huge, they're designed in a way that has you pulling your hair out. In a good way, though. Sometimes you can be playing a game that winds you up and all you want to do is smash your Game Boy to pieces and trade it in for a Neo Geo Pocket (well maybe not to that extent), but hitting a brick wall in *Aladdin* just makes you more determined to work it out, which means you're glued to this game for an absolute age!

japery

We've come to expect some top graphical japes from Disney, and *Aladdin* is no different. There's a good variety in the scenery, with levels based in Agrabah market, the Sultan's dungeon and the desert to name but a few, and the characters that inhabit these areas all look the nutz. Especially the sword-carrying guards whose trousers fall down when you hit them! The only problem with the graphics isn't about how they look ('cos they look wicked), it's about how they work. Often if you jump into an area that's got lots going on, the play might slow down or some characters might flicker or disappear. Still, this little problem doesn't ruin the fun. Which is what *Aladdin* is all about. It's a fast-paced and action-packed platformer with plenty of swashbuckling, rope-climbing and boss-bashing action thrown in for good measure, and you'd be a fool to miss out on it.

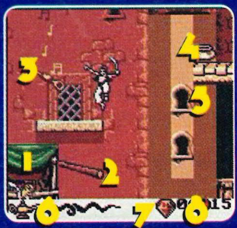
saul trewern



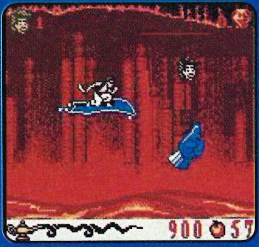


wotz where...

1. Can you use this green awning to bounce?
2. Maybe you could use bendy sticks to jump up?
3. Collect the flute and you're rewarded.
4. Try smashing this pot, you might get a bonus.
5. Watch out! Sometimes bad guys throw pots out of these windows.
6. Aladdin's health, don't let it get too low.
7. Treasure; collect as much as you can.
8. Collect apples to throw at the enemy. Hope they're hungry.



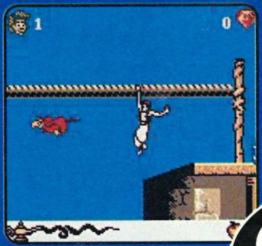
Carpet City

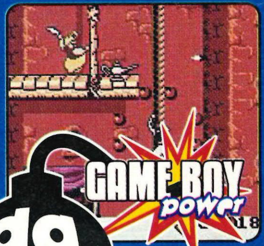


In the days of Aladdin, carpets weren't just confined to sitting on the floor of your living room. Some of them had a life of their own, and they could even fly. So no Aladdin game would be complete without a trip on a magic carpet. Luckily, then, one of the levels sees you making full use of one. Cool!

Up in Rope

Aladdin is one nimble fella. And he needs to be too, with lots of rope-climbing and jumping action required to get you through the wickedly-designed levels.





GAME BOY power da bomb

power scorez

uppers

Superb graphics
Highly addictive gameplay
Easy to learn, fun to play

downers

It's eight years old
Annoying music
Uh, that's it!

summary

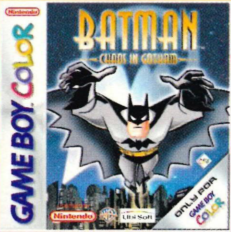
It may be a copy of an old game, but it's one of the best GBC platformers around.

91%

NOT BLACK & WHITE COMPATIBLE

top tip When facing a foe, try not to approach him at eye level – drop onto his platform from above or below and he's less likely to shoot you.

BATMAN: CHAOS IN GOTHAM

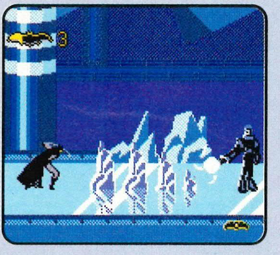


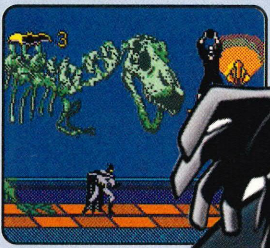
DAMAGE: £24.99
ON SALE: ...... 1ST DECEMBER 2000
WHO: .... UBI SOFT
TYPE: .... ACTION GAME

Nintendo
GAME BOY

REVIEWER IAN

The dark knight returns, but do we care?





In atmosphere terms, this game gets everything right. The backgrounds are mean and moody, and entirely in keeping with the Batman cartoon series it's based on. The bat-like one moves well, his cape flowing as he sprints into battle, and the music's pretty good at setting the scene too. You can't fault the game's visuals or sonics. Unfortunately, in gameplay terms, it gets everything wrong. The controls are incredibly sluggish, and never become instinctive. After you've died for the umpteenth time because you hit the 'B' button but Batface didn't jump in time, you just want to throw the cart into the nearest bat-bin. Right at the beginning there's a series of leaps across icy stepping stones that would be easy if the controls were up to scratch, but often send you to a watery death 'cos they're not. First time you see them, you'll probably just walk into the water anyway – it looks exactly like the smeggin' floor in the previous room. That's not the only time you get killed by something that looks totally innocent either. Frustrating or what?

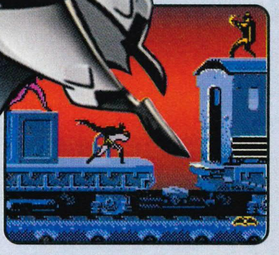
holy bat-garbage...

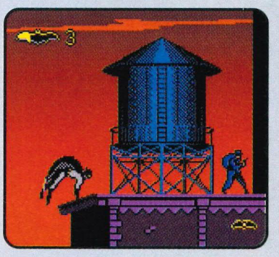
Batman: Chaos in Gotham mixes platforming 'action' with beat-'em-up 'thrills', and gets neither right. One thing a platform game should never do is force the player to make leaps of faith, aiming for platforms he can't see. This one makes you do exactly that. You can't even stand still and scroll the screen up and down with the D-Pad like you can in most platformers. It's so claustrophobic it feels like the game was designed on a bigger screen and badly cut down for the Game Boy – maybe we should wait for the widescreen version.

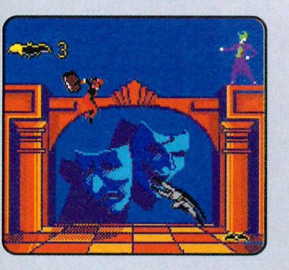
To cap it all, the fighting's abysmal too. Just run into a foe and blast the 'A' button until he falls. Repeat until you reach the end. Some of them shoot you, but you can't even see their bullets. Smeg or what?

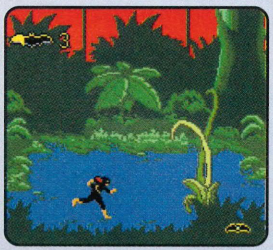
If the gameplay was as good as the visuals and the controls as good as the sonics, this would be a bat-tastic cart. They aren't, and this isn't.

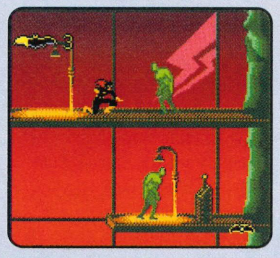
ian osborne

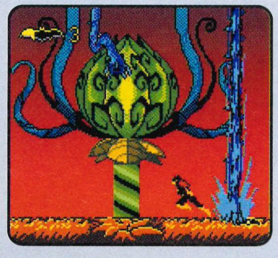


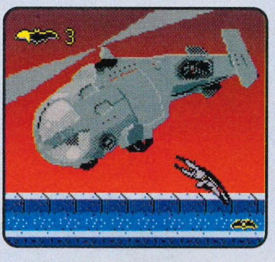






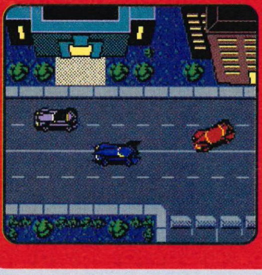


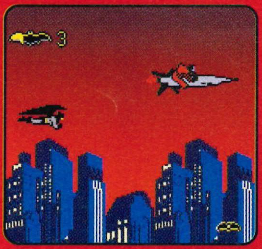




Do it in Style...

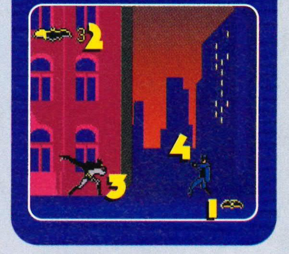
There are a few stages which offer different styles to the standard platform fighter. Check out the driving and flying sub-levels...





wotz where...

1. Currently-held weapon.
2. Your energy and remaining lives.
3. Batman.
4. A baddie.



power scorez

uppers

- Graphics
- Sound

downers

- Dodgy fighting
- Poor platforming
- Terrible...

summary

Good graphics and sound, but bat-all else.

35 %

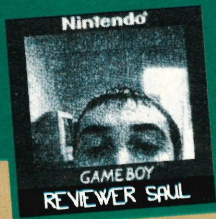
NOT BLACK & WHITE COMPATIBLE

top tip If you want to get across the city quickly, don't run; swing. Get to the top of a building, jump and throw a web and keep swinging. Easy.

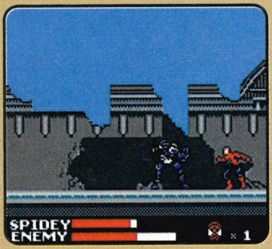
SPIDER-MAN

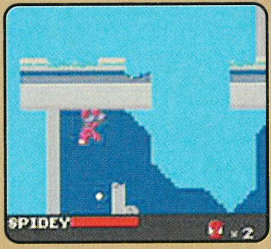
SPIDER-MAN
GAME BOY COLOR
MARVEL
ACTIVISION
Nintendo
ONLY FOR GAME BOY COLOR

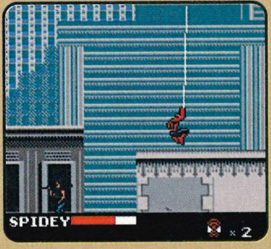
DAMAGE: £24.99
ON SALE: .... OUT NOW
WHO: .... ACTIVISION
TYPE: .... PLATFORM GAME

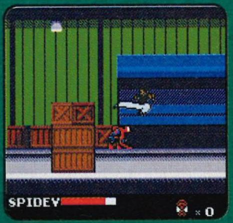


Saul conquers his arachnophobia and takes the role of Spider-Man. But is Activision's new comic caper a web-slinger or web-stinker?



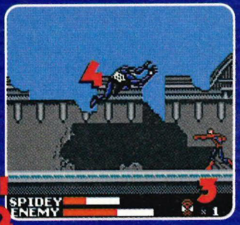






Wotz where...

1. Your energy bar.
2. Your foe's energy bar.
3. Lives remaining.
4. End-of-level boss!



My spider-sense is tingling, but only 'cos this action-cum-platformer has incredibly fiddly controls. Still, having said this, *Spider-Man* has so many neat touches, action-packed moments, scary mutant creatures and cool colour graphics you still find yourself getting into the Marvel(lous) cartoon action at hand.

In keeping with the comic-book feel, *Spider-Man* starts with and is jam-packed full of comic cut sequences that take the form of static pictures with the story text underneath. I'd have liked to have seen speech bubbles to make this even more authentic, but it works well enough as it is. At the start, you're ordered to go and take some pictures of an incident at Dr Connor's lab. When you get to the lab, you find he's gone. As Spider-Man, your task is to fight a host of well known Marvel mutants in your search for Dr Conner.

world wide webslinger

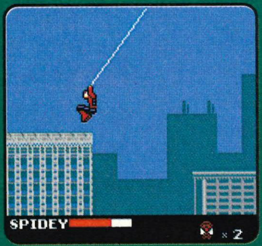
Instead of consisting of loads of different areas that make up levels, *Spider-Man* gets an almost free run of the entire city as he completes his tasks and beats the mutant scum that get in his way. You can go in and out of the different areas (most of which are massive) as you please, so there's lots of exploring for you to do. Luckily, the graphics are up there with the best of them. But unlucky, the fighting you constantly have to go through is soooo fiddly. The controls just don't seem to fit the fights, and you end up just bashing the buttons in hope. Still, there are some extra moves and weapons to discover on the way.

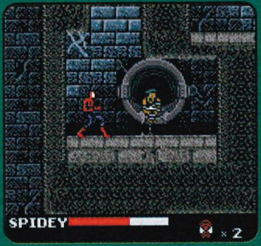
As many good points as *Spider-Man* has, it's slightly let down by that fiddly control system. Still, if it's an action-packed, comic-book-inspired platform romp you're after, you can do a lot worse than hook up with this web-slinger.

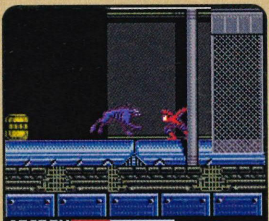
Saul Trewern

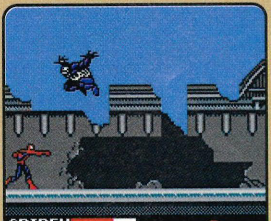
Web Slinging

Spiderman has special web shooters attached to his wrists that fire a liquid that, once it hits the air, becomes a strong fibre. This can be used for swinging from platform to platform or building to building, as well as to trap your foe before walking up to him and giving him a kicking when he can't fight back. A bit unfair, but very useful as the fighting's so fiddly anyway.



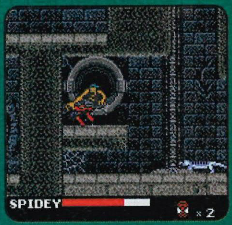






The Bad Boyz...

As well as the classic super villains you encounter, Spider-Man also has hordes of non-mutant enemies that need a spider-kicking all the same. These guys are the general meat-and-potatoes bad boyz you have to deal with almost constantly as you play the game. They include Led (carries a dangerous pipe), Bull (likes to charge at you), Starky (a nice line in knives), Ash (throws fire-bombs), Chain (very mysterious, you won't see him much) and Chi (an excellent martial artist).



power scorez

uppers

- Huge areas to explore
- Cool web swinging/slinging action
- Excellent graphics

downers

- Fiddly fighting controls
- Combat becomes repetitive
- No speech bubbles

summary

Spider-Man isn't a classic, but its fast-paced platform action and exploration is worth a look.

69%

NOT BLACK & WHITE COMPATIBLE GAME BOY power

top tip If you can't get to a trapped worker, check your inventory (Select) – you might find something that helps…

GAME BOY COLOR
POWER RANGERS
RESCUE

POWER RANGERS LIGHTSPEED RESCUE

DAMAGE: £24.99
ON SALE: ....DECEMBER
WHO: ....THQ
TYPE: ....PLATFORM GAME

Nintendo
GAME BOY
REVIEWER IAN

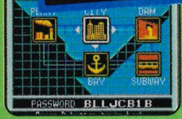
Go go Power Rangers, or just go-go away?

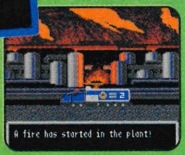
And here's me thinking the Power Rangers craze died out years ago. Apparently it hasn't, and this surprisingly-good new game proves it. The graphics and animation won't embarrass Disney, but they're functional enough. The sounds are better than functional, but still nothing to write home about. What's really cool about this game is the in-yer-face action.

In a city divided into different sections, you can enter any you like and be faced with a series of three missions. These are Rescue, Battle and Megazord, always played in the same order for some reason.

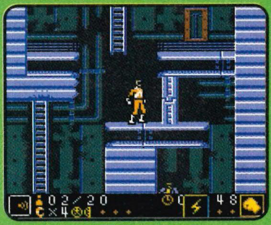
As well as punching the plasma out of foes, Power Rangers can use weapons and tools found during the levels. The items in the Rescue stages are especially cool, with devices to cut cables, break doors, put out fires and more. It ain't easy either, so it should last you some time. In all, it's a pretty good game.

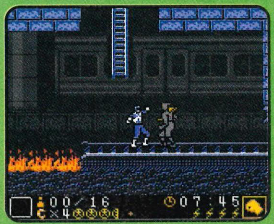
ian osborne

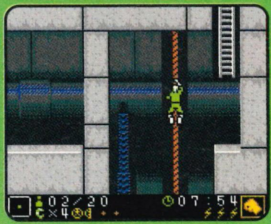




A fire has started in the plant!







power scorez

uppers

- Choonz
- Accessible
- Good exploration

downers

- Been done before
- Graphics only average

summary

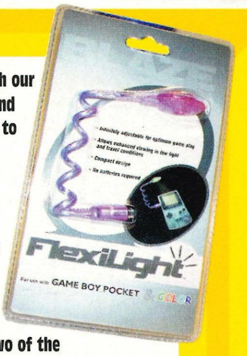
An average looker that plays really well.

79%

Meet some new friends...
Only £1.50
POKéMON MASTERS
The comic that's Poké packed with Pokémon fun, facts,puzzles, posters & information...
All for a great pocket money price! On Sale 16.11.00

"Zagada! That's how Gorbulans say 'hello', and a Gorbulan is what I am! Cron's the name, and from now on, I'm answering the Contacts letters.
It's been over a hundred years since I first came to Earth (we Gorbulans live a looooong time). Being a hyper-intelligent mega-creature from another planet, I know an awful lot about games, but am still studying you strange human beings. To further my studies, I'm taking over this letters page – lucky me! Write and ask me anything you like, and I'll do my best to answer – I might get an insight into your human habits too!"

CONTACT



If you want to make Contact with our friendly neighbourhood alien, send your letters, pictures and bribes to Contact, Game Boy Power, 22 Strand Street, Poole, Dorset BH14 1SB. Every letter printed wins a Blaze Flexilight, with the Interstellar Star Letter also bagging an Xploder, an AC adaptor, rechargable battery pack, and two of the latest games from THQ. Don't forget to include your full postal address so we can beam down your prize.

SNAP SHOT?

Dear CRON,

I've had a GBC for two months now and I'm hooked. Could you please tell me whether the Game Boy Printer and the Game Boy Camera are compatible with the GBC before I splash out and find they don't work? Also, could you tell me what *Dropzone* is all about? I own the game, but the instructions were missing.

Thanks for your time, and you're doing a really good job on your magazine.

Simon Moynes, Erith, Kent

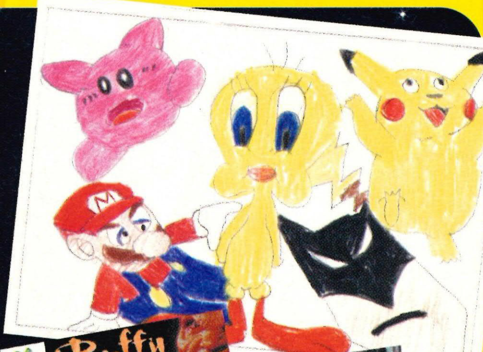
Cron: Yes, they work fine on the Game Boy Color – that's what we used to take the reviewers' pictures on. You only get black and white shots, though. They wanted to take my pic with the Game Boy Camera, but the electrical spark on my antennae interfered with the shot. I looked like I'd got a light bulb on top of my head! Regarding Dropzone, you're a jet pack-equipped marine who's mission is to rescue a group of humans from Jupiter's second moon, IO. Alien warriors are determined to stop you – make sure you use your laser canon, strata bombs, and a cloaking device. Pooey – when is anyone gonna make a game where the aliens make friends with the humans? We're not all psychopaths, you know...

YOU'RE OUT OF THIS WORLD!

Dear Cron,

I was looking for a magazine to advise me on which Game Boy games to buy when I saw yours. It was definitely the best in the shop, and great value at £1.99, while the others were around £3. I'm glad I picked your mag 'cos it helped me so much in picking the right games. Anyway, here's a picture to show how grateful I am to you.

Penny Beecroft, Hereford



Cron: Glad you like the mag, Penny. Hope you like the new look as much as I like your picture too. I'd send you one of mine, but because Gorbulan eyes see a wider colour spectrum than human peepers, half of it would be invisible!

GAME BOY COLOR
Buffy the Vampire Slayer
THQ
GAME BOY COLOR
Croc 2
E
ONLY FOR GAME BOY COLOR
THQ

Star Letter

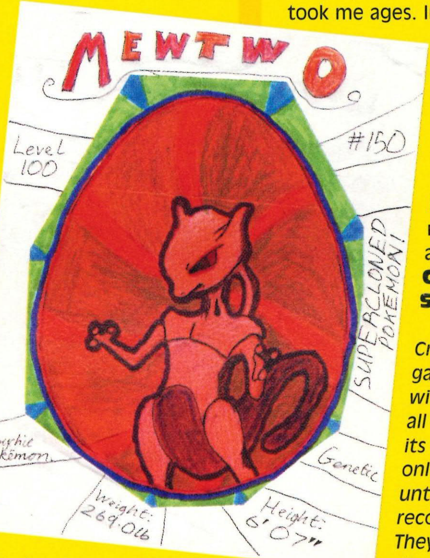
THQ BLAZE

POKÉMON PUZZLER

Dear CRON,

I hope you like my drawing of Mewtwo – it took me ages. In Issue Four's letters page, you said *Pokémon Gold* and *Silver* wouldn't work on an original Game Boy. However, another magazine said they will work on GB and GBC. Please put me out of my misery and tell me whether to blow my Xmas and pocket money on a GBC to play *Gold* and *Silver* or not. Thank you.

Graham Yuke, Dundee, Scotland



Cron: The latest news is that the games are indeed compatible with the original Game Boy after all – seems the big 'N' changed its mind about making it colour only. As the games aren't out until next year, though, we recommend getting a GBC anyway. They're well worth the groats, and all your non-colour Game Boy games work on it too.

THE ART OF KART...

Dear CRON,

It's great to see a magazine dedicated to all things Game Boy! The games coming out these days are just superb.

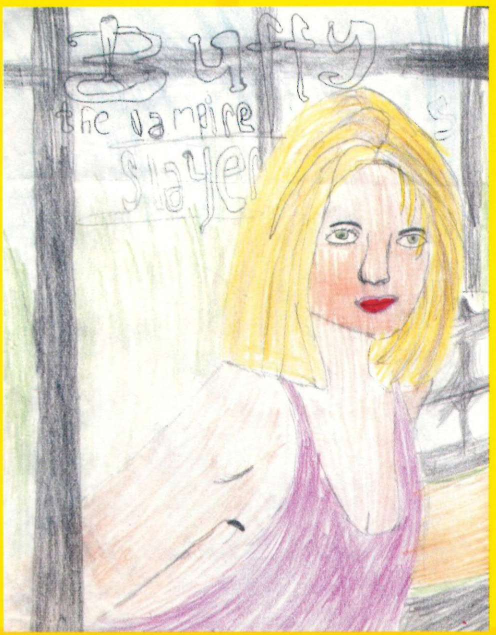
Just one question. When *Mario Kart Advance*

comes out, will it be based on the original (SNES) version and have the more involving driving and racing or will they blow out and do the N64 version? Please, please the former!
Laurence Gilbert, an elderly 34, Milton Keynes

Cron: You know, Yoshi looks like a pet found on Gorbula. If he is indeed a Gorbulan moshia (for that is what they are called) he must be injured, 'cos a healthy moshia would levitate that cart and win every race flying over the heads of his opponents. From what we've seen of Mario Kart Advance so far (which isn't much), it seems closer to the SNES version, but isn't a clone of either.

THE ART OF SLAYING

Dear CRON,
I think your mag is brill and I also love *Buffy the Vampire Slayer*, so I drew this picture just for you.
Hannah McCaully, Surrey



Wow – she's sooooo pretty! Thanks, Hannah – send us your address if you want your prize. I could find where you live by reading your mind, but that would be rude.

LAP OF THE GODS

Dear CRON,
I'm interested in *Pokémon Yellow* cheats for the Game Boy Color. I heard about getting to the Pokégods (whatever they are) and getting into the Orange League, both by beating the normal Pokémon league a number of times without losing once. Please tell me if these cheats work and how.
Andrew Shilling, Dublin, Ireland

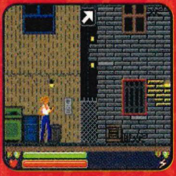
Cron: Dunno why you lot have such trouble catching 'em all. I just sit in a field and send out a sub-electronic signal from my antennae and they come to me. Check out Pokémon Yellow solution this issue for all the cheats we have.

That's all for this month. Write in and let us know what you think of the new-look mag. If you're printed, a prize will be beamed directly to your door!
Avrois, Cron

G-FORCE!

The THQ G-Club goes from strength to strength...

HEY BUFFY! HOW WAS YOUR PATROL?



It's big, it's bold, it's happening and it's here! What is it? The THQ G-Club, a free Game Boy club with over 20,000 members. Every new member gets a free introductory pack, containing the latest G-Club Journal, a mystery free gift, stickers, a comic and access to the G-Club website (www.gclub.net) containing competitions, reviews, news, and all manner of cool stuff. The G-Club Journal is sent four times a year to all its members too. So how do you join? You can register on the web site or enrol through a G-Club advert or when you buy a G-Club game. Alternatively, you can enter the Game Boy Power G-Club competition...

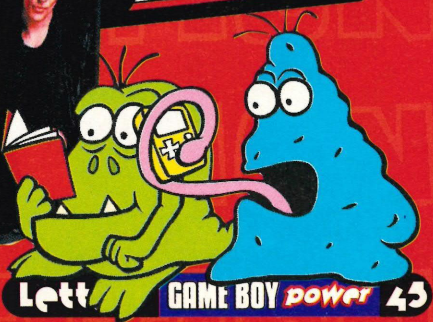
We've teamed up with THQ to bring you a sizzling Buffy the Vampire Slayer G-Club compo. One lucky reader will win a boxed set of Buffy videos, Season Four, Part One and a *Buffy the Vampire Slayer* game. Four runners-up win a game, and all winners are automatically enrolled into the THQ G-Club. So how do you win? Simple – take a long, hard look at the G-Club gremlins here – that's them, in the bottom corner! They've infiltrated the mag and crop up on two pages other than this one. So where are they? Write and tell us!
Answers on a postcard to G-Whiz Competition, Game Boy Power, 22 Strand Street, Poole, Dorset BH15 1SB. Entries which arrive after 10th December will be slain.
- Buffy the Vampire Slayer Season Four Part One is out now to buy from 20th Century Fox Home Entertainment.

GAME BOY COLOR
Buffy the Vampire Slayer
Buffy the Vampire Slayer
Buffy the Vampire Slayer
SEASON FOUR COLLECTION
PART 1 • EPISODES 1 TO 11
SEASON FOUR
EPISODES 1 TO 11

G + CLUB

COMPETITION!

THQ



bits & pieces

Our monthly grab-bag of goodies

competition Address

Game Boy Power
22 Strand Street
Poole
Dorset, BH15 1SB

Entries which arrive after 10th December will be ignored.

KIDZ BIZ

competition!

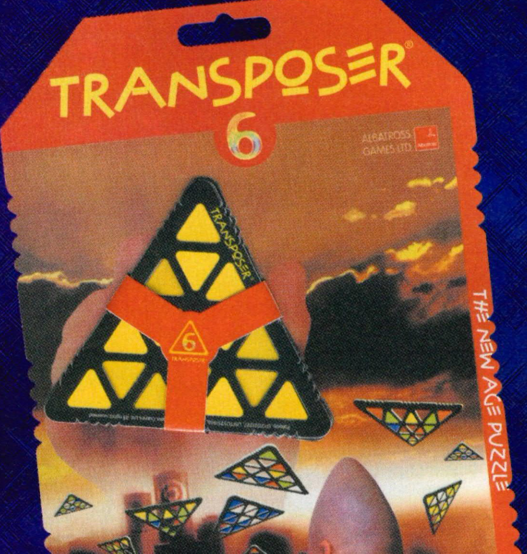
TRANSPOSER 6

This one's enough to drive you mental. Transposer 6 is a set of six multi-coloured triangles, each containing 16 small triangles. Some are coloured, some are cut out. Your task? To place the large triangles one on top of the other so both the top and bottom of the pile show a single colour. With 16-million combinations and four possible solutions, it will drive you bananas for months.

The Transposer 6 costs a mere £2.99 in the shops, but we've got 12 of them to give away. To stand a chance of winning, just answer this phenomenally-simple question:

How many different combinations are there in Transposer 6?

Answers on a postcard to TRANSPOSER POSER Competition at the competition address elsewhere on this page.


TRANSPOSER
6
ALBATROSS GAMES LTD
THE NEW AGE PUZZLE
COMBINE THE LAYERS TO CREATE SOLID COLOURS BACK AND FRONT
MAKES YOU THINK!

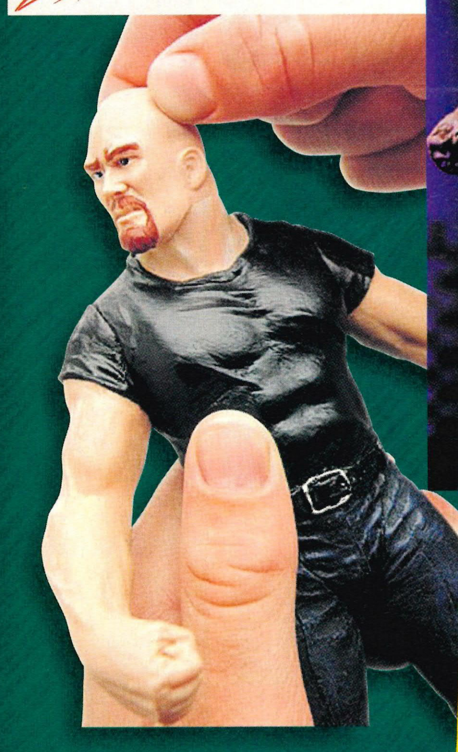
TRY ME!
Push The Sound Panel to Hear Cool BXS Announcer!
ROAD CHAMPS
BXS
The ORIGINAL Trick Stick Bike!
All Die Cast Bikes!
3-in-1 Trick Sticks!
Collect Them All!

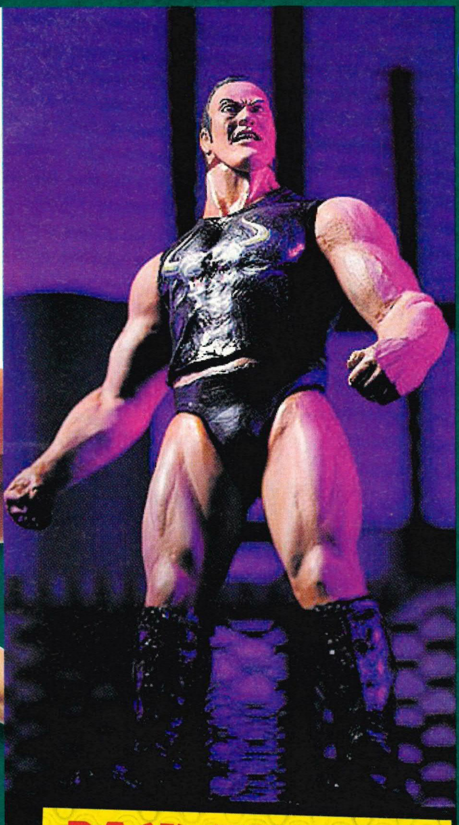
BXS EXTREME ROAD CHAMP FINGER BIKES

Bored with finger-boards? Check out *BXS Extreme road Champ Finger Bikes*. Each miniature bike is a faithful reproduction of a genuine BMX, with hand grips, handlebars, steering and forks. Seats and wheels are interchangeable.
Also available are some cool accessory packs, offering vertical ramps, park benches, stairs, rails and more. At last you can pull off all the same stunts as the pros without falling off and smashing your face in!

POKÉMON RADIO PALS

Here's a cute new way to listen to some happenin' choonz. *Pokémon Radio Pals* feature a fully-functional FM radio, a clip to attach it to your belt, backpack or wherever, and a set of earphones. Best of all, there's a cuddly Pikachu, Squirtle or Charmander on top of each one!
Pokémon Radio Pals cost £9.99 from all good toy stores.





BACK-TALKIN' CRUSHERS

It's wrasslin' time with these hot action figures from Jakks Pacific. These superstar bone-benders do more than pose. Twist their arms and knot their legs and they scream over 30 actual phrases used by the WWF wrestler they're modelled on. For example, The Rock (curiously minus his tattoo) bellows, 'You can't hurt the rock's neck' when you twist his head. Look out too for 'Hey jabroni', 'You can't hurt the people's champ' and 'The rock smells trash'. Other grapplers include Stone Cold Steve Austin ('That's the bottom line'), Big Show ('It's show time') and The Undertaker ('You're smashing the Lord of Darkness').

PSA PLAY 120

Now here's a weird one. The Nike *PSA Play 120* is a watch with a built-in personal stereo. Using a PC, you can download up to two hours of music onto the watch from CDs or the Internet, plug in your headphones and listen away. The *PSA* never skips tracks or whirrs annoyingly in the middle of your fave choon, so it's ace for jogging.
Startling innovation or technology for its own sake? You decide, but at £269 a throw it certainly isn't cheap...

competition!

YAHOO.CAM

The problem with digital cameras is they're just too expensive. Unless you're made of money or seriously into web design, there's no point buying a digital camera for around three times as much as its ordinary counterpart. That's where Tiger Electronics' Yahoo.Cam comes in. It costs only £69.99 (very cheap for a digital), stores up to 12 pictures at a time which you can download to your PC or e-mail to friends, functions as a web cam and even has a built-in sensor, meaning you can use it as a security camera. What's more, we've got one to give away. To stand a chance of winning, just answer this simple question:

How many pictures can be stored on the Yahoo.Cam?

Answers on a postcard to SNAP-HAPPY CHAPPY COMPETITION at the competition address.

YAHOO! CAM
NIGHT SHOT
TIGER
YAHOO! CAM
NIGHT SHOT
TIGER
YAHOO! CAM
NIGHT SHOT
TIGER

£ Shoot-'em-up fans rave about R-Type DX. Find it second hand and you can get it for around **£14.99**.

GAME BOY COLOR
R-TYPE DX

HANDS ON!

Wanna know what's top and what's smeg? Check out our guide to almost every Game Boy Color game currently doing the rounds...

1942

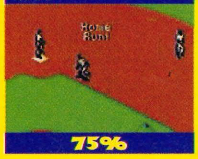
70%

720°

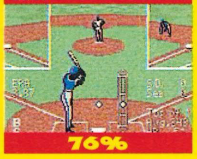
40%

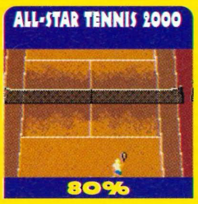
ALFRED'S ADVENTURE

86%

ALL-STAR BASEBALL 2000


75%

ALL-STAR BASEBALL 2001

76%

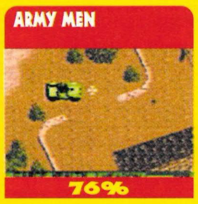
ALL-STAR TENNIS 2000

80%

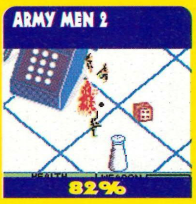
ANTZ

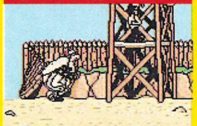
79%

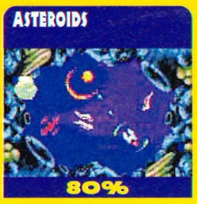
ARMORINES: PROJECT SWARM

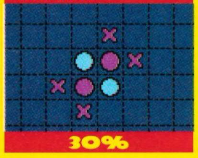
60%

ARMY MEN

76%

ARMY MEN 2

82%

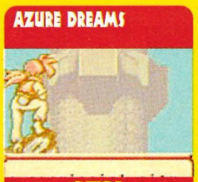
ASTERIX: SEARCH FOR DOGMATIX

64%

ASTEROIDS

80%

AUSTIN POWERS: OH BEHAVE

30%

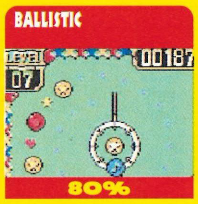
AUSTIN POWERS: WELCOME...

Doctor
Evil 2000
22%

AZURE DREAMS

67%

BABE AND FRIENDS

Babe
and Friends
Start Game
68%

BALLISTIC

LEVEL
07
00187
80%

BARBIE FASHION PACK GAMES

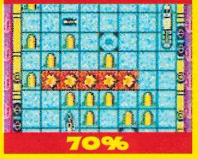
50%

BARBIE: OCEAN DISCOVERY

60%

BASS MASTERS CLASSIC

53%

BATTLESHIP

70%

BATTLETANX

38%

BEAUTY AND THE BEAST

58%

BILLY BOB'S HUNTIN' & FISHIN'

80%

BLACK BASS LURE FISHING

Black Bass
Lure Fishing
45%

BLASTER MASTER: ENEMY BELOW

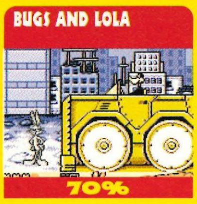
67%

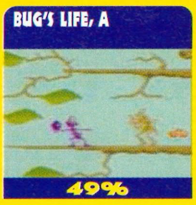
BOARDER ZONE

73%

BUBBLE BOBBLE CLASSIC

90%

BUGS AND LOLA

70%

BUG'S LIFE, A

49%

BUGS BUNNY IN CRAZY CASTLE 3

73%

BUGS BUNNY IN CRAZY CASTLE 4

78%

BUST-A-MOVE 4

91%

CAESAR'S PALACE 2

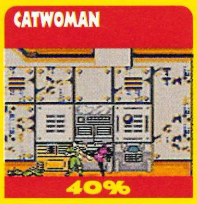
$1 $5 $10
100 $500 $1000
Player1
27%

CARMAGEDDON

35%

CASPER

59%

CATWOMAN

40%

CATZ/DOGZ

43%

CENTIPEDE

60%

CHASE HQ: SECRET POLICE

70%

CHESSMASTER, THE

89%

CONKER'S POCKET TALES

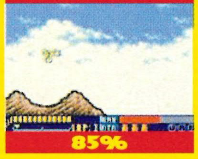
80%

CONSTRUCTION ZONE

19%

COOL BRICKS

82%

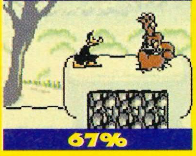
CRAZY BIKERS

85%

CROC

40%

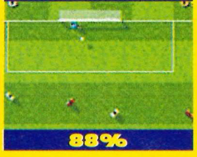
CROSS COUNTRY RACING

39%

DAFFY DUCK: FOUL PLAY

67%

DAIKATANA

93%

DAVID O'LEARY TOTAL SOCCER

88%

DÉJÀ VU I & II

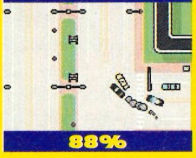
87%

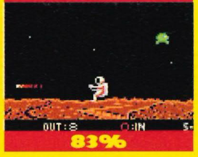
DISNEY'S DINOSAUR

43%

DRAGON WARRIOR MONSTERS

91%

DRIVER

88%

DROPZONE


83%

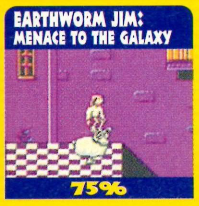
DUKE NUKEM

70%

Want a blast from the past? That old classic Space Invaders will only set you back a penny shy of £13.

GAME BOY COLOR
SPACE INVADERS

EARTHWORM JIM: MENACE TO THE GALAXY



75%

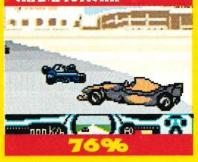
ECW HARDCORE REVOLUTION

30%

EVEL KNIEVEL

73%

F1 RACING CHAMPIONSHIP



76%

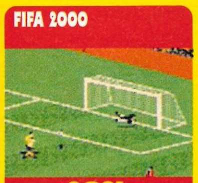
F1 WORLD GRAND PRIX

65%

F-18 THUNDERSTRIKE

49%

FIFA 2000



20%

FINAL FANTASY ADVENTURE

96%

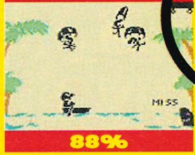
FORMULA ONE 2000

59%

FROGGER

80%

GAME & WATCH GALLERY 2



88%

GAME & WATCH GALLERY 3

90%

in focus

GAME & WATCH GALLERY 3

Compilation

This little package features classic and updated versions of five old LCD pocket games, including Donkey Kong Jr and Mario Bros. Sure they're simple, but they bring back soooooo many memories...

TUROK 3

cheats

These are entered into the password screen.

Unlimited Ammo	ZXLCPMZ
Unlimited Lives	FJVHDCK
Skip Level	XCDSDFS

Level passwords

easy

Map 2	SDFLMSF
Map 3	DVLFDZM
Map 4	VFDSGPD
Map 5	CSDJKFD

medium

Map 2	VLXCZVF
Map 3	DPSDCVX
Map 4	ZMGFSCM
Map 5	HWKLFYS

hard

Map 2	CJSDPSF
Map 3	CMSDKCD
Map 4	SPFPWLD
Map 5	TPDFQGB

GAME BOY *power*

HARVEST MOON

Brush your cow everday with
surPass me as Ranch Master!

cool cow

When naming your first cow, start its name with a heart symbol and it gives good milk and grows fast.

infinite egg

Wait until one of your chickens lays an egg directly above the shipping box. Water the egg and it turns into a block. Now pick up the 'egg', and you have infinite eggs and pots of money.

the name game

Use a capital for the first letter of your name to grow egg plants and carrots. Leave it small to grow peanuts and broccoli. To grow all of the above, make the first letter of your name begin with a symbol, such as a heart.

GAME BOY *power*

ARMORINES: PROJECT SWARM

cheat Mode

Enter BBBBBBBB as a password.

GAME BOY *power*

YOSHI'S COOKIE

SCORE 0000000
HIGH 0000000
10-1
YOSHI'S COOKIE
©1992, 1993 Nintendo
LICENSED FROM BULLET PROOF SOFTWARE
1P OR VS

extra Levels

Set the music to off, the speed to High and the round to Ten. Hold ↑ and press Select. The round now reads '11'. Continue to advance to higher levels by pressing the Select button. Alternatively, after you beat Level Ten, it shows Yoshi and Mario playing with that bouncing ball. You are eventually shown the credits, shown every cookie, and then the ball bounces back and forth across the screen while the background music plays. If you wait long enough, you get a code which allows you to get to Levels 11 through 99.

GAME BOY *power*

KLAX

PLAYER
600260
HIGH SCORE
PLAYER
HIGH SCORE
500000

cheat codes

To activate a cheat, enter the codes below.

Furd Herder Mini-Game GREEN ALIEN, GREEN ALIEN, SQUARE, GREEN ALIEN
Klax History YELLOW ALIEN, PILLAR, PILLAR, GREEN ALIEN
Klax Myth SQUARE, PILLAR, DIAMOND, GREEN ALIEN
Snake Mini-Game CIRCLE, DIAMOND, SQUARE, GREEN ALIEN
View Credits PILLAR, YELLOW ALIEN, DIAMOND, DIAMOND.
View Programmers GREEN ALIEN, GREEN ALIEN, CIRCLE, SQUARE

GAME BOY *power*

GAME BOY COLOR

choose your colour

This trick works for all non-Color games used on the Game Boy Color. First insert the cartridge. Turn on the machine to see the Game Boy Color logo. On this screen, quickly tap various buttons to change the game's colour. Use ↑, →, ↓ or ←, or hold B and press either ↑, →, ↓ or ←.

GAME BOY *power*

cut along the yellow line • cut along the yellow line • cut along the yellow line • cut along the yellow line • cut along the yellow line • cut along the yellow line • cut along the yellow line ng the yellow line • cut along the yellow line • cut along the yellow line • cut along the yellow line • cut along the yellow line • cut along the yellow line • cut

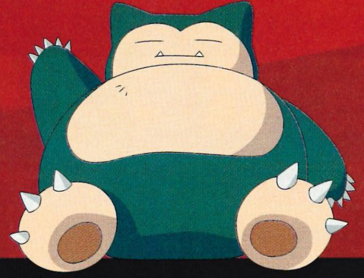
fold along the vertical line

INSTRUCTIONS

1: Cut the solutions guide from your copy of GAME BOY POWER...

2: Fold down the dotted line...

3: ...and jeepers! You've got a complete solutions book!



gotta collect 'em ALL!

Every issue Game Boy Power brings you an exclusive tips book, busting a Game Boy classic wide open. Over the months, this builds into an incredible library of exciting Game Boy solutions guides, taking you through the latest and greatest carts on the undisputed king of hand-helds. Make sure you never miss an issue, and you'll never be stuck again!

BUSTED!

POKéMON YELLOW

Still not caught 'em all? Frantically searching for that elusive polywag or that hard-to-find Lapras? Now's your chance to finally catch 'em all with Game Boy Power's exclusive Busted guide to capturing every Pokémon in the game...

Where to catch 'em all!™

fold along the vertical line

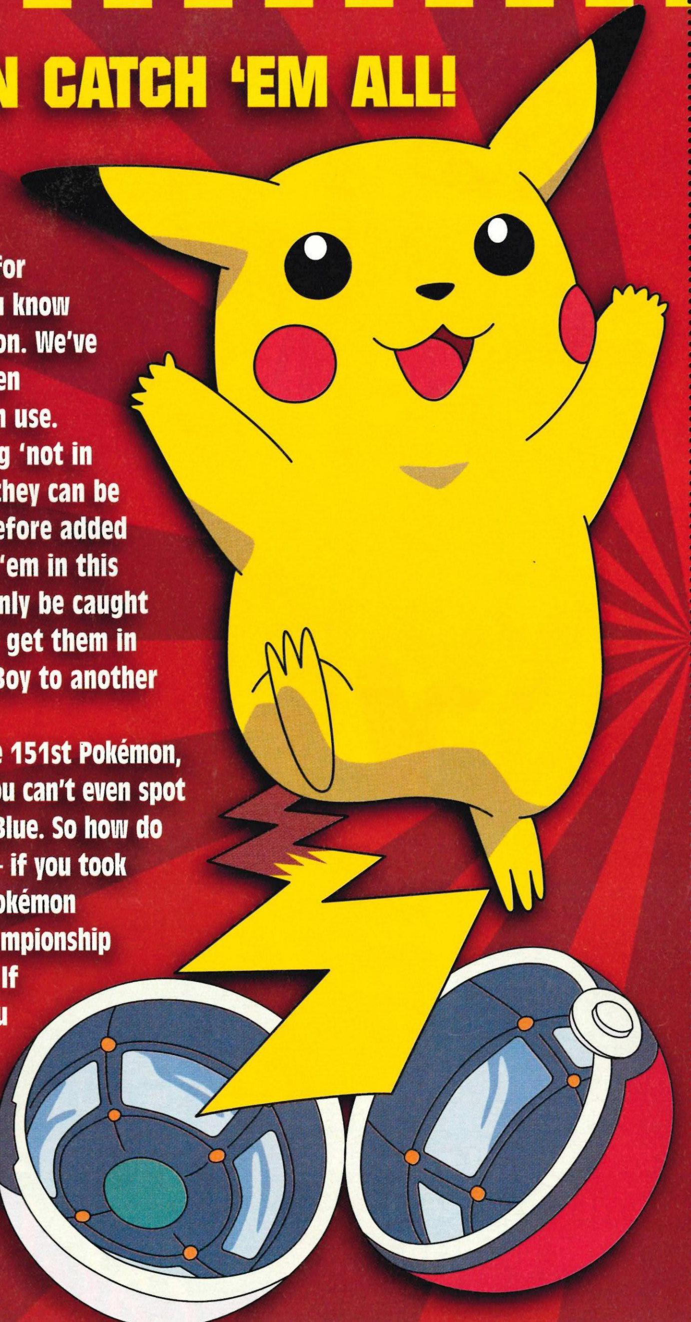
NOW YOU CAN CATCH 'EM ALL!

Yeah, you know you gotta catch 'em all, but where are they? We know, and we've put together this ace player's guide especially for Game Boy Power readers. Now you know where to find every single pokémon. We've also listed the Technical and Hidden Machines each pocket monster can use.

Some pokémon are listed as being 'not in Yellow'. Why? Because although they can be spotted as you explore, and therefore added to your Pokédex, you can't catch 'em in this version of the game. These can only be caught in the Blue and Red games, so to get them in Yellow you must link your Game Boy to another and swap for 'em.

Finally, you can never get Mew, the 151st Pokémon, by capturing it Pokémon Yellow. You can't even spot it in the game. Nor is it in Red or Blue. So how do you catch it? There are two ways – if you took your Game Boy and your copy of Pokémon Yellow to a Nintendo Pokémon Championship event you could've downloaded it. If you missed the Championships, you can swap it with a friend who already has Mew, or (and this is the easiest way) buy a Blaze Xploder cartridge and key in the Mew Code.

So what are you waiting for? Get those Pokéballs rolling…

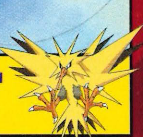


145 ZAPDOS
(Electric/Flying)

Found: ....Power Plant
Evolution: ....N/A
TMs: ..2, 4, 6, 9, 10, 15, 20, 24, 25, 31, 32, 33, 34, 39, 43, 44, 45, 50
HMs: 2, 5

Abilities

Thundershock (Electric)	N/A
Drill Peck (Flying)	N/A
Thunder (Electric)	Level 51
Agility (Psychic)	Level 55
Light Screen (Psychic)	Level 60



☐ **Spotted**
☐ **Caught**

146 MOLTRES
(Fire/Flying)

Found: ....Victory Road
Evolution: ....N/A
TMs: ..2, 4, 6, 9, 10, 15, 20, 31, 32, 33, 34, 38, 39, 43, 44, 50
HMs: 2

Abilities

Peck (Flying)	N/A
Fire Spin (Fire)	N/A
Leer (Normal)	Level 51
Agility (Psychic)	Level 55
Sky Attack (Flying)	Level 60

☐ **Spotted**
☐ **Caught**

147 DRATINI
(Dragon)

Found: ...Safari Zone (must be fished for)
Evolution: Dragonair (Level 30)
TMs: .6, 8, 9, 10, 11, 12, 13, 14, 20, 23, 24, 25, 31, 32, 33, 34, 38, 39, 40, 44, 45, 50
HMs: 3

Abilities

Wrap (Normal)	N/A
Leer (Normal)	N/A
Thunder Wave (Electric)	N/A
Agility (Psychic)	Level 20
Slam (Normal)	Level 30
Dragon Rage (Dragon)	Level 40
Hyper Beam (Normal)	Level 50

☐ **Spotted**
☐ **Caught**

148 DRAGONAIR
(Dragon)

Found: ....Safari Zone
Evolution: Dragonite (Level 55)
TMs: ..6, 7, 8, 9, 10, 11, 12, 13, 14, 20, 23, 24, 25, 31, 32, 33, 34, 38, 39, 40, 44, 45, 50
HMs: 3

Abilities

Wrap (Normal)	N/A
Leer (Normal)	N/A
Thunder Wave (Electric)	N/A
Agility (Psychic)	N/A
Slam (Normal)	Level 35
Dragon Rage (Dragon)	Level 45
Hyper Beam (Normal)	Level 55

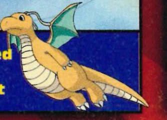
☐ **Spotted**
☐ **Caught**

149 DRAGONITE
(Dragon/Flying)

Found: ....Evolution
Evolution: ....N/A
TMs: 2, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 20, 23, 24, 25, 31, 32, 33, 34, 38, 39, 40, 44, 45, 50
HMs: 3, 4

Abilities

Wrap (Normal)	N/A
Leer (Normal)	N/A
Thunder Wave (Electric)	N/A
Agility (Psychic)	N/A
Slam (Normal)	N/A
Dragon Rage (Dragon)	N/A
Hyper Beam (Normal)	Level 60



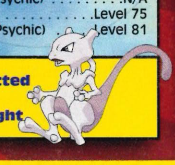
☐ **Spotted**
☐ **Caught**

150 MEWTWO
(Psychic)

Found: ....Unknown Dungeon
Evolution: ....N/A
TMs: 1, 5, 6, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 22, 24, 25, 29, 30, 31, 32, 33, 34, 35, 36, 38, 40, 44, 45, 46, 49, 50
HMs: 4, 5

Abilities

Confusion (Psychic)	N/A
Disable (Normal)	N/A
Swift (Normal)	N/A
Barrier (Psychic)	N/A
Psychic (Psychic)	N/A
Recover (Psychic)	N/A
Mist (Ice)	Level 75
Amnesia (Psychic)	Level 81



☐ **Spotted**
☐ **Caught**

151 MEW
(Psychic)

Found: ...Use a Game Shark or Download
Evolution: ....N/A
TMs: ....ALL
HMs: ....ALL

Abilities:

Pound (Normal)	N/A
Transform (Normal)	Level 10
Mega Punch (Normal)	Level 20
Metronome (Normal)	Level 30
Psychic (Psychic)	Level 40

☐ **Spotted**
☐ **Caught**

POKÉMON YELLOW CHEATS

Bulbasaur can be found at Cerulean City, near the Pokecenter.
Charmander can be found at Route 24 N.W.
Farfetch'd can be found on Routes 12 and 13.
Magnemite can be found in grass before the rock tunnel entrance.
Get the Thunder Badge on SS. St. Anne, then go to Vermilion City to find Squirtle.

arcticuno, zapdos, and moltres

When you have reached the mystical bird (Arcticuno, Zapdos, and Moltres), save the game before going into battle. This will allow you to restart if you knock them out or run away.

catch wild pokemon easily:

When in battle against a wild pokemon throw the pokeball at the pokemon then just as it explodes press and hold the 'B' button.Then the pokemon should be yours!
This cheat does not work all the time!

pikachu surfing mini-game

The Pokémon Stadium game on the Nintendo 64 is required for this trick. Complete the tournament mode on Pokémon Stadium without using any rented Pokémon. Then, transfer Pikachu to the *Pokémon: Yellow Edition* cartridge to play the Pikachu-surfing mini-game.

printing pokemon

Your Pokemon can be printed at the Pokemon Club in Vermilion City.

defeating brock

Catch a Caterpie in Viridian Forest. Advance it to Level Seven and he will evolve into a Metapod. Advance it to Level 11 and it will evolve into a Butterfree. Butterfree can beat JR. Trainer and Geodude. Butterfree will have to be at least Level 13 before it can beat Brock.
Note: Use your Pikachu's tail whip to lower their defence.

cut along the yellow line • cut along the yellow line • cut along the yellow line • cut along the yellow line • cut along the yellow line • cut along the yellow line

BUSTED!

fold along the vertical line

133 EEVEE
(Normal)

Found: Celadon City
Evolution: Vaporeon (use Water Stone), Jolteon (use Thunder Stone), Flareon (use Fire Stone)
TMs: 6, 8, 9, 10, 20, 31, 32, 33, 34, 39, 40, 44, 50
HMs: N/A

Abilities

Tackle (Normal)	N/A
Sand-Attack (Normal)	N/A
Growl (Normal)	N/A
Quick Attack (Normal)	N/A
Tail Whip (Normal)	N/A
Bite (Normal)	Level 30
Focus Energy (Normal)	Level 36
Take Down (Normal)	Level 42

☐ Spotted
☐ Caught

134 VAPOREON
(Water)

Found: Evolution
Evolution: N/A
TMs: 6, 8, 9, 10, 11, 12, 13, 14, 15, 20, 31, 32, 33, 34, 39, 40, 44, 50
HMs: 3

Abilities

Tackle (Normal)	N/A
Sand-Attack (Normal)	N/A
Quick Attack (Normal)	N/A
Water Gun (Water)	N/A
Tail Whip (Normal)	N/A
Bite (Normal)	Level 30
Aurora Beam (Ice)	Level 36
Haze (Ice)	Level 42
Acid Armor (Poison)	Level 47
Hydro Pump (Water)	Level 52

☐ Spotted
☐ Caught

135 JOLTEON
(Electric)

Found: Evolution
Evolution: N/A
TMs: 6, 8, 9, 10, 15, 20, 24, 25, 31, 32, 33, 34, 39, 40, 44, 45, 50
HMs: 5

Abilities

Tackle (Normal)	N/A
Sand-Attack (Normal)	N/A
Quick Attack (Normal)	N/A
Thundershock (Electric)	N/A
Tail Whip (Normal)	N/A
Double Kick (Fighting)	Level 30
Pin Missile (Bug)	Level 36
Thunder Wave (Electric)	Level 42
Agility (Psychic)	Level 47
Thunder (Electric)	Level 52

☐ Spotted
☐ Caught

136 FLAREON
(Fire)

Found: Evolution
Evolution: N/A
TMs: 6, 8, 9, 10, 15, 20, 31, 32, 33, 34, 38, 39, 40, 44, 50
HMs: N/A

Abilities

Tackle (Normal)	N/A
Sand-Attack (Normal)	N/A
Quick Attack (Normal)	N/A
Ember (Fire)	N/A
Tail Whip (Normal)	N/A
Bite (Normal)	Level 30
Fire Spin (Fire)	Level 36
Smog (Poison)	Level 42
Leer (Normal)	Level 47
Flamethrower (Fire)	Level 52

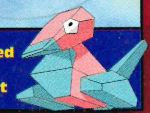
☐ Spotted
☐ Caught

137 PORYGON
(Normal)

Found: Celadon City
Evolution: N/A
TMs: 6, 9, 10, 13, 14, 15, 20, 24, 25, 29, 30, 31, 32, 33, 34, 39, 40, 44, 45, 46, 49, 50
HMs: 5

Abilities

Tackle (Normal)	N/A
Sharpen (Normal)	N/A
Conversion (Normal)	N/A
Psybeam (Psychic)	N/A
Recover (Psychic)	Level 28
Agility (Psychic)	Level 35
Tri Attack (Normal)	Level 42



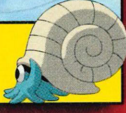
☐ Spotted
☐ Caught

138 OMANYTE
(Rock/Water)

Found: Cinnabar Island (need Helix Fossil)
Evolution: Omastar (Level 40)
TMs: 6, 8, 9, 10, 11, 12, 13, 14, 20, 31, 32, 33, 34, 44, 50
HMs: 3

Abilities

Water Gun (Water)	N/A
Withdraw (Water)	N/A
Horn Attack (Normal)	Level 34
Leer (Normal)	Level 39
Spike Cannon (Normal)	Level 46
Hydro Pump (Water)	Level 53



☐ Spotted
☐ Caught

139 OMASTAR
(Rock/Water)

Found: Evolution
Evolution: N/A
TMs: 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 17, 19, 20, 31, 32, 33, 34, 40, 44, 50
HMs: 3

Abilities

Water Gun (Water)	N/A
Withdraw (Water)	N/A
Horn Attack (Normal)	N/A
Leer (Normal)	N/A
Spike Cannon (Normal)	Level 44
Hydro Pump (Water)	Level 49

☐ Spotted
☐ Caught

140 KABUTO
(Rock/Water)

Found: Cinnabar Island (need Dome Fossil)
Evolution: Kabutops (Level 40)
TMs: 2, 3, 5, 6, 8, 9, 10, 11, 12, 13, 14, 15, 17, 19, 20, 31, 32, 33, 34, 40, 44, 50
HMs: 3

Abilities

Scratch (Normal)	N/A
Harden (Normal)	N/A
Absorb (Grass)	Level 34
Slash (Normal)	Level 39
Leer (Normal)	Level 44
Hydro Pump (Water)	Level 49

☐ Spotted
☐ Caught

141 KABUTOPS
(Rock/Water)

Found: Evolution
Evolution: N/A
TMs: 2, 3, 5, 6, 8, 9, 10, 11, 12, 13, 14, 15, 17, 19, 20, 31, 32, 33, 34, 40, 44, 50
HMs: 1, 3

Abilities

Scratch (Normal)	N/A
Harden (Normal)	N/A
Absorb (Grass)	N/A
Slash (Normal)	N/A
Leer (Normal)	Level 46
Hydro Pump (Water)	Level 53

☐ Spotted
☐ Caught

142 AERODACTYL
(Rock/Flying)

Found: Cinnabar Island (need Old Amber)
Evolution: N/A
TMs: 2, 4, 6, 9, 10, 15, 20, 23, 31, 32, 33, 34, 38, 39, 43, 44, 50
HMs: 2

Abilities

Wing Attack (Flying)	N/A
Agility (Psychic)	N/A
Supersonic (Normal)	Level 33
Bite (Normal)	Level 38
Take Down (Normal)	Level 45
Hyper Beam (Normal)	Level 54

☐ Spotted
☐ Caught

143 SNORLAX
(Normal)

Found: Routes 12, 16
Evolution: N/A
TMs: 1, 5, 6, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 22, 24, 25, 26, 27, 29, 31, 32, 33, 34, 35, 36, 38, 40, 44, 46, 48, 50
HMs: 3, 4

Abilities

Head Butt (Normal)	N/A
Amnesia (Psychic)	N/A
Rest (Psychic)	N/A
Body Slam (Normal)	Level 35
Harden (Normal)	Level 41
Double-Edge (Normal)	Level 48
Hyper Beam (Normal)	Level 56

☐ Spotted
☐ Caught

144 ARTICUNO
(Ice/Flying)

Found: Seafoam Island
Evolution: N/A
TMs: 2, 4, 6, 9, 10, 11, 12, 13, 14, 15, 20, 31, 32, 33, 34,39, 43, 44, 50
HMs: 2

Abilities

Peck (Flying)	N/A
Ice Beam (Ice)	N/A
Blizzard (Ice)	Level 51
Agility (Psychic)	Level 55
Mist (Ice)	Level 60

☐ Spotted
☐ Caught

001 BULBASAUR
(Grass/Poison)

Found: Cerulean City
Evolution: Ivysaur (Level 16)
TMs: 3, 6, 8, 9, 10, 20, 21, 22, 31, 32, 33, 34, 44, 50
HMs: 1

Abilities

Tackle (Normal)	N/A
Growl (Normal)	N/A
Leech Seed (Grass)	N/A
Vine Whip (Grass)	Level 13
Poison Powder (Poison)	Level 20
Razor Leaf (Grass)	Level 27
Growth (Normal)	Level 34
Sleep Powder (Grass)	Level 41
Solar Beam (Grass)	Level 48

☐ Spotted
☐ Caught

002 IVYSAUR
(Grass/Poison)

Found: Evolution
Evolution: Venusaur (Level 32)
TMs: 3, 6, 8, 9, 10, 20, 21, 22, 31, 32, 33, 34, 44, 50
HMs: 1

Abilities

Tackle (Normal)	N/A
Growl (Normal)	N/A
Leech Seed (Grass)	N/A
Vine Whip (Grass)	N/A
Poison Powder (Poison)	Level 22
Razor Leaf (Grass)	Level 30
Growth (Normal)	Level 38
Sleep Powder (Grass)	Level 46
Solar Beam (Grass)	Level 54

☐ Spotted
☐ Caught

003 VENUSAUR
(Grass/Poison)

Found: Evolution.
Evolution: N/A
TMs: 3, 6, 8, 9, 10, 15, 20, 21, 22, 31, 32, 33, 34, 44, 50
HMs: 1

Abilities

Tackle (Normal)	N/A
Growl (Normal)	N/A
Leech Seed (Grass)	N/A
Vine Whip (Grass)	N/A
Poison Powder (Poison)	N/A
Razor Leaf (Grass)	N/A
Growth (Normal)	Level 43
Sleep Powder (Grass)	Level 55
Solar Beam (Grass)	Level 65

☐ Spotted
☐ Caught

004 CHARMANDER
(Fire)

Found: Route 24
Evolution: Charmeleon (L. 16)
TMs: 1, 3, 5, 6, 8, 9, 10, 17, 18, 19, 20, 23, 28, 31, 32, 33, 34, 38, 39, 40, 44, 50
HMs: 1, 4

Abilities

Scratch (Normal)	N/A
Growl (Normal)	N/A
Ember (Fire)	N/A
Leer (Normal)	Level 15
Rage (Normal)	Level 22
Slash (Normal)	Level 30
Flamethrower (Fire)	Level 38
Fire Spin (Fire)	Level 46

☐ Spotted
☐ Caught

005 CHARMELEON
(Fire)

Found: Evolution
Evolution: Charizard (Level 36)
TMs: 1, 3, 5, 6, 8, 9, 10, 17, 18, 19, 20, 23, 28, 31, 32, 33, 34, 38, 39, 40, 44, 50
HMs: 1, 4

Abilities

Scratch (Normal)	N/A
Growl (Normal)	N/A
Ember (Fire)	N/A
Leer (Normal)	N/A
Rage (Normal)	Level 24
Slash (Normal)	Level 33
Flamethrower (Fire)	Level 42
Fire Spin (Fire)	Level 56

☐ Spotted
☐ Caught

006 CHARIZARD
(Fire)

Found: Evolution
Evolution: N/A
TMs: 1, 3, 5, 6, 8, 9, 10, 17, 18, 19, 20, 23, 26, 27, 28, 31, 32, 33, 34, 38, 39, 40, 44, 50
HMs: 1, 2, 4

Abilities

Scratch (Normal)	N/A
Growl (Normal)	N/A
Ember (Fire)	N/A
Leer (Normal)	N/A
Rage (Normal)	N/A
Slash (Normal)	Level 36
Flamethrower (Fire)	Level 46
Fire Spin (Fire)	Level 55

☐ Spotted
☐ Caught

007 SQUIRTLE
(Water)

Found: Vermilion City
Evolution: Wartortle (Level 16)
TMs: 1, 5, 6, 8, 9, 10, 11, 12, 13, 14, 17, 18, 19, 20, 28, 31, 32, 33, 34, 40, 44, 50
HMs: 3, 4

Abilities

Tackle (Normal)	N/A
Tail Whip (Normal)	N/A
Bubble (Water)	N/A
Water Gun (Water)	Level 15
Bite (Normal)	Level 22
Withdraw (Water)	Level 28
Skull Bash (Normal)	Level 35
Hydro Pump (Water)	Level 42

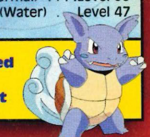
☐ Spotted
☐ Caught

008 WARTORTLE
(Water)

Found: Evolution
Evolution: Blastoise (Level 36)
TMs: 1, 5, 6, 8, 9, 10, 11, 12, 13, 14, 17, 18, 19, 20, 28, 31, 32, 33, 34, 40, 44, 50
HMs: 3, 4

Abilities

Tackle (Normal)	N/A
Tail Whip (Normal)	N/A
Bubble (Water)	N/A
Water Gun (Water)	N/A
Bite (Normal)	Level 24
Withdraw (Water)	Level 31
Skull Bash (Normal)	Level 39
Hydro Pump (Water)	Level 47



☐ Spotted
☐ Caught

009 BLASTOISE
(Water)

Found: Evolution
Evolution: N/A
TMs: 1, 5, 6, 8, 9, 10, 11, 12, 13, 14, 15, 17, 18, 19, 20, 26, 27, 28, 31, 32, 33, 34, 40, 44, 50
HMs: 3, 4

Abilities

Tackle (Normal)	N/A
Tail Whip (Normal)	N/A
Bubble (Water)	N/A
Water Gun (Water)	N/A
Bite (Normal)	N/A
Withdraw (Water)	N/A
Skull Bash (Normal)	Level 42
Hydro Pump (Water)	Level 52

☐ Spotted
☐ Caught

010 CATERPIE
(Bug)

Found: Viridian Forest
Evolution: Metapod (Level 7)
TMs: N/A
HMs: N/A

Abilities

Tackle (Normal)	N/A
String Shot (Bug)	N/A

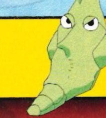
☐ Spotted
☐ Caught

011 METAPOD
(Bug)

Found: Viridian Forest
Evolution: Butterfree (Level 10)
TMs: N/A
HMs: N/A

Abilities

Tackle (Normal)	N/A
String Shot (Bug)	N/A
Harden (Normal)	Level 7



☐ Spotted
☐ Caught

012 BUTTERFREE
(Bug/Flying)

Found: Evolution
Evolution: N/A
TMs: 2, 4, 6, 9, 10, 15, 20, 21, 22, 29, 30, 31, 32, 33, 34, 39, 44, 46, 50
HMs: 4

Abilities

String Shot (Bug)	N/A
Harden (Normal)	N/A
Confusion (Psychic)	Level 10
Poison Powder (Poison)	Level 13
Stun Spore (Grass)	Level 14
Sleep Powder (Grass)	Level 15
Supersonic (Normal)	Level 18
Whirlwind (Normal)	Level 23
Gust (Normal)	Level 28
Psybeam (Psychic)	Level 34

☐ Spotted
☐ Caught

BUSTED!

fold along the vertical line

013 WEEDLE
(Bug/Poison)

Found: Not in Yellow
Evolution: Kakuna (Level 7)
TMs: N/A
HMs: N/A

Abilities

Poison Sting (Poison)	N/A
String Shot (Bug)	N/A

☐ Spotted
☐ Traded

014 KAKUNA
(Bug/Poison)

Found: Not in Yellow
Evolution: Beedrill (Level 10)
TMs: N/A
HMs: N/A

Abilities

Poison Sting (Poison)	N/A
String Shot (Bug)	N/A
Harden (Normal)	N/A

☐ Spotted
☐ Traded

015 BEEDRILL
(Bug/Poison)

Found: Evolution
Evolution: N/A
TMs: 3, 6, 9, 10, 15, 20, 21, 31, 32, 33, 34, 39, 40, 44, 50
HMs: 1

Abilities

Poison Sting (Poison)	N/A
String Shot (Bug)	N/A
Harden (Normal)	N/A
Fury Attack (Normal)	Level 12
Focus Energy (Normal)	Level 16
Twin Needle (Bug)	Level 20
Rage (Normal)	Level 25
Pin Missile (Bug)	Level 30
Agility (Normal)	Level 35

☐ Spotted
☐ Caught

016 PIDGEY
(Normal/Flying)

Found: Routes 1, 2, Viridian Forest Routes 5, 6, 7, 8, 11, 12, 13, 24, 25
Evolution: Pidgeotto (Level 18)
TMs: 2, 4, 6, 9, 10, 20, 31, 32, 33, 34, 39, 43, 44, 50
HMs: 2

Abilities

Gust (Normal)	N/A
Sand-Attack (Normal)	Level 5
Quick Attack (Normal)	Level 12
Whirlwind (Normal)	Level 19
Wing Attack (Flying)	Level 28
Agility (Psychic)	Level 36
Mirror Move (Flying)	Level 44

☐ Spotted
☐ Caught

017 PIDGEOTTO
(Normal/Flying)

Found: Viridian Forest Routes 5, 6, 7, 8, 11, 12, 13, 14, 15, 21, 24, 25
Evolution: Pidgeot (Level 36)
TMs: 2, 4, 6, 9, 10, 20, 31, 32, 33, 34, 39, 43, 44, 50
HMs: 2

Abilities

Gust (Normal)	N/A
Sand-Attack (Normal)	N/A
Quick Attack (Normal)	Level 12
Whirlwind (Normal)	Level 21
Wing Attack (Flying)	Level 31
Agility (Psychic)	Level 40
Mirror Move (Flying)	Level 49

☐ Spotted
☐ Caught

018 PIDGEOT
(Normal/Flying)

Found: Evolution
Evolution: N/A
TMs: 2, 4, 6, 9, 10, 15, 20, 31, 32, 33, 34, 39, 43, 44, 50
HMs: 2

Abilities

Gust (Normal)	N/A
Sand-Attack (Normal)	N/A
Quick Attack (Normal)	N/A
Whirlwind (Normal)	N/A
Wing Attack (Flying)	N/A
Agility (Psychic)	Level 44
Mirror Move (Flying)	Level 54

☐ Spotted
☐ Caught

019 RATTATA
(Normal)

Found: Routes 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 16, 18, Cinnabar Island Route 22
Evolution: Raticate (Level 20)
TMs: 6, 8, 9, 10, 11, 12, 14, 20, 24, 25, 28, 31, 32, 34, 39, 40, 44, 50
HMs: N/A

Abilities

Tackle (Normal)	N/A
Tail Whip (Normal)	N/A
Quick Attack (Normal)	Level 9
Hyper Fang (Normal)	Level 14
Focus Energy (Normal)	Level 23
Super Fang (Normal)	Level 34

☐ Spotted
☐ Caught

020 RATICATE
(Normal)

Found: Routes 9, 10, 11, 16, 18, Cinnabar Island Route 21
Evolution: N/A
TMs: 6, 8, 9, 10, 11, 12, 14, 15, 20, 24, 25, 28, 31, 32, 34, 39, 40, 44, 50
HMs: N/A

Abilities

Tackle (Normal)	N/A
Tail Whip (Normal)	N/A
Quick Attack (Normal)	N/A
Hyper Fang (Normal)	N/A
Focus Energy (Normal)	Level 27
Super Fang (Normal)	Level 41

☐ Spotted
☐ Caught

021 SPEAROW
(Normal/Flying)

Found: Routes 3, 4, 9, 16, 18, 22
Evolution: Fearow (Level 20)
TMs: 2, 4, 6, 9, 10, 20, 31, 32, 34, 39, 43, 44, 50
HMs: 2

Abilities

Peck (Flying)	N/A
Growl (Normal)	N/A
Leer (Normal)	Level 9
Fury Attack (Normal)	Level 15
Mirror Move (Flying)	Level 22
Drill Peck (Flying)	Level 29
Agility (Psychic)	Level 36

☐ Spotted
☐ Caught

022 FEAROW
(Normal/Flying)

Found: Routes 9, 16, 17, 18, 23
Evolution: N/A
TMs: 2, 4, 6, 9, 10, 15, 20, 31, 32, 34, 39, 43, 44, 50
HMs: 2

Abilities

Peck (Flying)	N/A
Growl (Normal)	N/A
Leer (Normal)	N/A
Fury Attack (Normal)	N/A
Mirror Move (Flying)	Level 25
Drill Peck (Flying)	Level 34
Agility (Psychic)	Level 43

☐ Spotted
☐ Caught

023 EKANS
(Poison)

Found: Not in Yellow
Evolution: Arbok (Level 22)
TMs: 6, 8, 9, 10, 20, 21, 26, 27, 28, 31, 32, 34, 40, 44, 48,50
HMs: 4

Abilities

Wrap:	N/A
Leer:	N/A
Poison Sting:	10
Bite:	17
Glare:	24
Screech:	31
Acid:	38

☐ Spotted
☐ Traded

024 ARBOK
(Poison)

Found: Not in Yellow
Evolution: N/A
TMs: 6, 8, 9, 10, 15, 20, 21, 26, 27, 28, 31, 32, 34, 40, 44, 48, 50
HMs: 4

Abilities

Wrap:	N/A
Leer:	N/A
Poison Sting:	N/A
Bite:	17
Glare:	27
Screech:	36
Acid:	47

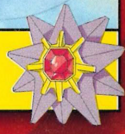
☐ Spotted
☐ Traded

121 STARMIE
(Water)

Found: Evolution
Evolution: N/A
TMs: 6, 9, 10, 11, 12, 13, 14, 15, 20, 24, 25, 29, 30, 31, 32, 33, 34, 39, 40, 44, 45, 46, 49, 50
HMs: 3, 5

Abilities

Cannot learn alone



☐ Spotted
☐ Caught

122 MR. MIME
(Psychic)

Found: Route 2
Evolution: N/A
TMs: 1, 5, 6, 8, 9, 10, 15, 17, 18, 19, 20, 22, 24, 25, 29, 30, 31, 32, 33, 34, 35, 40, 44, 45, 46, 50
HMs: 5

Abilities

Barrier (Psychic)	N/A
Confusion (Psychic)	Level 15
Light Screen (Psychic)	Level 23
Doubleslap (Normal)	Level 31
Meditate (Psychic)	Level 39
Substitute (Normal)	Level 47

☐ Spotted
☐ Caught

123 SCYTHER
(Bug/Flying)

Found: Celadon City, Safari Zone
Evolution: N/A
TMs: 3, 6, 9, 10, 15, 20, 31, 32, 34, 39, 40, 44, 50
HMs: 1

Abilities

Quick Attack (Normal)	N/A
Leer (Normal)	Level 17
Focus Energy (Normal)	Level 20
Double Team (Normal)	Level 24
Slash (Normal)	Level 29
Swords Dance (Normal)	Level 35
Agility (Psychic)	Level 42
Wing Attack (Flying)	Level 50

☐ Spotted
☐ Caught

124 JYNX
(Ice/Psychic)

Found: Not in Yellow
Evolution: N/A
TMs: 1, 5, 6, 8, 9, 10, 11, 12, 13, 14, 15, 17, 18, 19, 20, 29, 30, 31, 32, 33, 34, 35, 40, 44, 46, 50
HMs: N/A

Abilities

Pound (Normal)	N/A
Lovely Kiss (Normal)	N/A
Lick (Ghost)	Level 18
Double Slap (Normal)	Level 23
Ice Punch (Ice)	Level 31
Body Slam (Normal)	Level 39
Thrash (Normal)	Level 47
Blizzard (Ice)	Level 58

☐ Spotted
☐ Traded

125 ELECTABUZZ
(Electric)

Found: Not in Yellow
Evolution: N/A
TMs: 1, 5, 6, 8, 9, 10, 15, 17, 18, 19, 20, 24, 25, 29, 30, 31, 32, 33, 34, 35, 39, 40, 44, 45, 46, 50
HMs: 4, 5

Abilities

Quick Attack (Normal)	N/A
Leer (Normal)	N/A
Thundershock (Electric)	Level 34
Screech (Normal)	Level 37
Thunder Punch (Electric)	Level 42
Light Screen (Psychic)	Level 49
Thunder (Electric)	Level 54

☐ Spotted
☐ Traded

126 MAGMAR
(Fire)

Found: Not in Yellow
Evolution: N/A
TMs: 1, 5, 6, 8, 9, 10, 15, 17, 18, 19, 20, 29, 30, 31, 32, 34, 35, 38, 39, 40, 44, 46, 50
HMs: 4

Abilities

Ember (Fire)	N/A
Leer (Normal)	Level 36
Confuse Ray (Ghost)	Level 39
Fire Punch (Fire)	Level 43
Smoke Screen (Normal)	Level 48
Smog (Poison)	Level 52
Flamethrower (Fire)	Level 55

☐ Spotted
☐ Traded

127 PINSIR
(Bug)

Found: Celadon City, Safari Zone
Evolution: N/A
TMs: 3, 6, 8, 9, 10, 15, 17, 19, 20, 31, 32, 34, 44, 50
HMs: 1, 4

Abilities

Vicegrip (Normal)	N/A
Bind (Normal)	Level 21
Seismic Toss (Fighting)	Level 25
Guillotine (Normal)	Level 30
Focus Energy (Normal)	Level 36
Harden (Normal)	Level 43
Slash (Normal)	Level 49
Swords Dance (Normal)	Level 54

☐ Spotted
☐ Caught

128 TAUROS
(Normal)

Found: Safari Zone
Evolution: N/A
TMs: 6, 7, 8, 9, 10, 13, 14, 15, 20, 24, 25, 26, 27, 31, 32, 34, 38, 40, 44, 50
HMs: 4

Abilities

Tackle (Normal)	N/A
Stomp (Normal)	N/A
Tail Whip (Normal)	Level 28
Leer (Normal)	Level 35
Rage (Normal)	Level 44
Take Down (Normal)	Level 51

☐ Spotted
☐ Caught

129 MAGIKARP
(Water)

Found: Route 3, Fuchsia City, Safari Zone
Evolution: Gyarados (Level 20)
TMs: N/A
HMs: N/A

Abilities

Splash (Water)	N/A
Tackle (Normal)	Level 15

☐ Spotted
☐ Caught

130 GYARADOS
(Water/Flying)

Found: Fuchsia City
Evolution: N/A
TMs: 6, 8, 9, 10, 11, 12, 13, 14, 15, 20, 23, 24, 25, 31, 32, 33, 34, 38, 40, 44, 50
HMs: 3, 4

Abilities

Splash (Water)	N/A
Tackle (Normal)	Level N/A
Bite (Normal)	Level 20
Dragon Rage (Dragon)	Level 25
Leer (Normal)	Level 32
Hydro Pump (Water)	Level 41
Hyper Beam (Normal)	Level 52

☐ Spotted
☐ Caught

131 LAPRAS
(Water/Ice)

Found: Saffron City
Evolution: N/A
TMs: 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 20, 22, 23, 24, 25, 29, 31, 32, 33, 34, 40, 44, 46, 50
HMs: 3, 4

Abilities

Water Gun (Water)	N/A
Growl (Normal)	N/A
Sing (Normal)	Level 16
Mist (Ice)	Level 20
Body Slam (Normal)	Level 25
Confuse Ray (Ghost)	Level 31
Ice Beam (Ice)	Level 38
Hydro Pump (Water)	Level 46

☐ Spotted
☐ Caught

132 DITTO
(Normal)

Found: Cinnabar Island, Unknown Dungeon
Evolution: N/A
TMs: N/A
HMs: N/A

Abilities

Transform (Normal)	N/A

☐ Spotted
☐ Caught

g the yellow line • cut along the yellow line • cut along the yellow line • cut along the yellow line • cut along the yellow line • cut along the yellow line • cut

fold along the vertical line

BUSTED!

000 KOFFING
(Poison)

Found: Not in Yellow
Evolution: Weezing (Level 35)
TMs: 6, 20, 24, 25, 31, 32, 34, 36, 38, 44, 47, 50
HMs: N/A

Abilities

Tackle	N/A
Smog	N/A
Sludge	32
Smoke Screen	37
Self Destruct	40
Haze	45
Explosion	48

☐ **Spotted**
☐ **Traded**

110 WEEZING
(Poison)

Found: Not in Yellow
Evolution: N/A
TMs: 6, 15, 20, 24, 25, 31, 32, 34, 36, 38, 44, 47, 50
HMs: N/A

Abilities

Tackle	N/A
Smog	N/A
Sludge	N/A
Smoke Screen	39
Self Destruct	43
Haze	49
Explosion	53

☐ **Spotted**
☐ **Traded**

111 RHYHORN
(Ground/Rock)

Found: Safari Zone, Unknown Dungeon
Evolution: Rhydon (Level 42)
TMs: 6, 7, 8, 9, 10, 20, 24, 25, 26, 27, 28, 31, 32, 34, 38, 40, 44, 48, 50
HMs: 4

Abilities

Horn Attack (Normal)	N/A
Stomp (Normal)	Level 30
Tail Whip (Normal)	Level 35
Fury Attack (Normal)	Level 40
Horn Drill (Normal)	Level 45
Leer (Normal)	Level 50
Take Down (Normal)	Level 55

☐ **Spotted**
☐ **Caught**

112 RHYDON
(Ground/Rock)

Found: Cinnabar Island, Unknown Dungeon
Evolution: N/A
TMs: 1, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 24, 25, 26, 27, 28, 31, 32, 34, 38, 40, 44, 48, 50
HMs: 3, 4

Abilities

Horn Attack (Normal)	N/A
Stomp (Normal)	Level 30
Tail Whip (Normal)	Level 35
Fury Attack (Normal)	Level 40
Horn Drill (Normal)	Level 48
Leer (Normal)	Level 55
Take Down (Normal)	Level 64

☐ **Spotted**
☐ **Caught**

113 CHANSEY
(Normal)

Found: Safari Zone, Unknown Dungeon
Evolution: N/A
TMs: 1, 5, 6, 8, 9, 10, 11, 12, 13, 14, 15, 17, 18, 19, 20, 22, 24, 25, 29, 30, 31, 32, 33, 34, 35, 37, 38, 40, 41, 44, 45, 46, 49, 50
HMs: 4, 5

Abilities

Tail Whip (Normal)	N/A
Doubleslap (Normal)	Level 12
Sing (Normal)	Level 24
Growl (Normal)	Level 30
Minimize (Normal)	Level 38
Defense Curl (Normal)	Level 44
Light Screen (Psychic)	Level 48
Double-Edge (Normal)	Level 54

☐ **Spotted**
☐ **Caught**

114 TANGELA
(Grass)

Found: Safari Zone
Evolution: N/A
TMs: 3, 6, 8, 9, 10, 15, 20, 21, 22, 31, 32, 34, 40, 44, 50
HMs: 1

Abilities

Constrict (Normal)	N/A
Bind (Normal)	Level 24
Absorb (Grass)	Level 27
Vine Whip (Grass)	Level 29
Poison Powder (Poison)	Level 32
Stun Spore (Grass)	Level 36
Sleep Powder (Grass)	Level 39
Slam (Normal) Level 45	
Growth (Normal)	Level 48

☐ **Spotted**
☐ **Caught**

115 KANGASKHAN
(Normal)

Found: Safari Zone
Evolution: N/A
TMs: 1, 5, 6, 8, 9, 10, 11, 12, 13, 14, 15, 17, 18, 19, 20, 24, 25, 26, 27, 31, 32, 34, 38, 40, 44, 48, 50
HMs: 3, 4

Abilities

Comet Punch (Normal)	N/A
Rage (Normal)	N/A
Bite (Normal)	N/A
Tail Whip (Normal)	Level 31
Mega Punch (Normal)	Level 36
Leer (Normal)	Level 41
Dizzy Punch (Normal)	Level 46

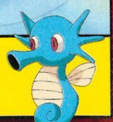
☐ **Spotted**
☐ **Caught**

116 HORSEA
(Water)

Found: Vermilion City, Routes 10, 11, 12, 13
Evolution: Seadra (Level 32)
TMs: 6, 9, 10, 11, 12, 13, 14, 20, 31, 32, 34, 39, 40, 44, 50
HMs: 3

Abilities

Bubble (Water)	N/A
Smoke Screen (Normal)	Level 19
Leer (Normal)	Level 24
Water Gun (Water)	Level 30
Agility (Psychic)	Level 37
Hydro Pump (Water)	Level 45



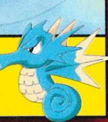
☐ **Spotted**
☐ **Caught**

117 SEADRA
(Water)

Found: Routes 12, 13
Evolution: N/A
TMs: 6, 9, 10, 11, 12, 13, 14, 15, 20, 31, 32, 34, 39, 40, 44, 50
HMs: 3

Abilities

Bubble (Water)	N/A
Smoke Screen (Normal)	Level 19
Leer (Normal)	Level 24
Water Gun (Water)	Level 30
Agility (Psychic)	Level 41
Hydro Pump (Water)	Level 52



☐ **Spotted**
☐ **Caught**

118 GOLDEEN
(Water)

Found: Cerulean City, Route 6, Celadon City, Route 24, Unknown Dungeon
Evolution: Seaking (Level 33)
TMs: 6, 7, 9, 10, 11, 12, 13, 14, 20, 31, 32, 34, 39, 40, 44, 50
HMs: 3

Abilities

Peck (Flying)	N/A
Tail Whip (Normal)	N/A
Supersonic (Normal)	Level 19
Horn Attack (Normal)	Level 24
Fury Attack (Normal)	Level 30
Waterfall (Water)	Level 37
Horn Drill (Normal)	Level 45
Agility (Psychic)	Level 54

☐ **Spotted**
☐ **Caught**

119 SEAKING
(Water)

Found: Cerulean City, Route 24, Unknown Dungeon
Evolution: N/A
TMs: 6, 7, 9, 10, 11, 12, 13, 14, 15, 20, 31, 32, 34, 39, 40, 44, 50
HMs: 3

Abilities

Peck (Flying)	N/A
Tail Whip (Normal)	N/A
Supersonic (Normal)	N/A
Horn Attack (Normal)	Level 24
Fury Attack (Normal)	Level 30
Waterfall (Water)	Level 39
Horn Drill (Normal)	Level 48
Agility (Psychic)	Level 54

☐ **Spotted**
☐ **Caught**

120 STARYU
(Water)

Found: SS Anne
Evolution: Starmie (use Water Stone)
TMs: 6, 9, 10, 11, 12, 13, 14, 20, 24, 25, 29, 30, 31, 32, 33, 34, 39, 40, 44, 45, 46, 49, 50
HMs: 3, 5

Abilities

Tackle (Normal)	N/A
Water Gun (Water)	Level 17
Harden (Normal)	Level 22
Recover (Normal)	Level 27
Swift (Normal)	Level 32
Minimize (Normal)	Level 37
Light Screen (Psychic)	Level 42
Hydro Pump (Water)	Level 47

☐ **Spotted**
☐ **Caught**

025 PIKACHU
(Electric)

Found: Pallet Town
Evolution: Raichu (use Thunder Stone – must be traded first)
TMs: 1, 5, 6, 8, 9, 10, 16, 17, 19, 20, 24, 25, 31, 32, 33, 34, 39, 40, 44, 45, 50
HMs: 5

Abilities

Tail Whip (Normal)	Level 6
Thunder Wave (Electric)	Level 8
Quick Attack (Normal)	Level 11
Double Team (Normal)	Level 15
Slam (Normal)	Level 20
Thunderbolt (Electric)	Level 26
Agility (Psychic)	Level 33
Thunder (Electric)	Level 41
Light Screen (Psychic)	Level 50

☐ **Spotted**
☐ **Caught**

026 RAICHU
(Electric)

Found: Evolution
Evolution: N/A
TMs: 1, 5, 6, 8, 9, 10, 15, 16, 17, 19, 20, 24, 25, 31, 32, 33, 34, 39, 40, 44, 45, 50
HMs: 5

Abilities

Cannot learn alone

☐ **Spotted**
☐ **Caught**

027 SANDSHREW
(Ground)

Found: Route 3, Mt. Moon Route 4
Evolution: Sandslash (Level 22)
TMs: 3, 6, 8, 9, 10, 17, 19, 20, 26, 27, 28, 31, 32, 34, 39, 40, 44, 48, 50
HMs: 1, 4

Abilities

Scratch (Normal)	N/A
Sand-Attack (Normal)	Level 10
Slash (Normal)	Level 17
Poison Sting (Poison)	Level 24
Swift (Normal)	Level 31
Fury Swipes (Normal)	Level 38

☐ **Spotted**
☐ **Caught**

028 SANDSLASH
(Ground)

Found: Unknown Dungeon
Evolution: N/A
TMs: 3, 6, 8, 9, 10, 15, 17, 19, 20, 26, 27, 28, 31, 32, 34, 39, 40, 44, 48, 50
HMs: 1, 4

Abilities

Scratch (Normal)	N/A
Sand-Attack (Normal)	N/A
Slash (Normal)	N/A
Poison Sting (Poison)	Level 27
Swift (Normal)	Level 36
Fury Swipes (Normal)	Level 47

☐ **Spotted**
☐ **Caught**

029 NIDORAN F
(Poison)

Found: Route 2, 9, 10, Safari Zone Route 22
Evolution: Nidorina (Level 16)
TMs: 6, 8, 9, 10, 14, 20, 24, 25, 31, 32, 33, 34, 40, 44, 50
HMs: N/A

Abilities

Growl (Normal)	N/A
Tackle (Normal)	N/A
Scratch (Normal)	Level 8
Double Kick (Fighting)	Level 12
Poison Sting (Poison)	Level 17
Tail Whip (Normal)	Level 23
Bite (Normal)	Level 30
Fury Swipes (Normal)	Level 38

☐ **Spotted**
☐ **Caught**

030 NIDORINA
(Poison)

Found: Route 9, Safari Zone, Route 23
Evolution: Nidoqueen (use Moon Stone)
TMs: 6, 7, 8, 9, 10, 11, 12, 13, 14, 20, 24, 25, 31, 32, 33, 34, 40, 44, 50
HMs: N/A

Abilities

Growl (Normal)	N/A
Tackle (Normal)	N/A
Scratch (Normal)	N/A
Double Kick (Fighting)	Level 12
Poison Sting (Poison)	N/A
Tail Whip (Normal)	Level 27
Bite (Normal)	Level 36
Fury Swipes (Normal)	Level 46

☐ **Spotted**
☐ **Caught**

031 NIDOQUEEN
(Poison/Ground)

Found: Evolution
Evolution: N/A
TMs: 1, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 24, 25, 26, 27, 31, 32, 33, 34, 38, 40, 44, 48, 50
HMs: 3, 4

Abilities

Growl (Normal)	N/A
Tackle (Normal)	N/A
Scratch (Normal)	Level 8
Double Kick (Fighting)	N/A
Poison Sting (Poison)	Level 19
Body Slam (Normal)	Level 23

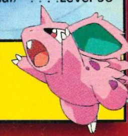
☐ **Spotted**
☐ **Caught**

032 NIDORAN M
(Poison)

Found: Routes 2, 9, 10, 22
Evolution: Nidorino (Level 16)
TMs: 6, 7, 8, 9, 10, 14, 20, 24, 25, 31, 32, 33, 34, 40, 44, 50
HMs: N/A

Abilities

Leer (Normal)	N/A
Tackle (Normal)	N/A
Horn Attack (Normal)	Level 8
Double Kick (Fighting)	Level 12
Poison Sting (Poison)	Level 17
Focus Energy (Normal)	Level 23
Fury Attack (Normal)	Level 30
Horn Drill (Normal)	Level 38



☐ **Spotted**
☐ **Caught**

033 NIDORINO
(Poison)

Found: Route 9, Safari Zone Route 23
Evolution: Nidoking (use Moon Stone)
TMs: 6, 7, 8, 9, 10, 11, 12, 13, 14, 20, 24, 25, 31, 32, 33, 34, 40, 44, 50
HMs: N/A

Abilities

Leer (Normal)	N/A
Tackle (Normal)	N/A
Horn Attack (Normal)	N/A
Double Kick (Fighting)	Level 12
Poison Sting (Poison)	Level 19
Focus Energy (Normal)	Level 27
Fury Attack (Normal)	Level 36
Horn Drill (Normal)	Level 46

☐ **Spotted**
☐ **Caught**

034 NIDOKING
(Poison/Ground)

Found: Evolution
Evolution: N/A
TMs: 1, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 24, 25, 26, 27, 31, 32, 33, 34, 38, 40, 44, 48, 50
HMs: 3, 4

Abilities

Leer (Normal)	N/A
Tackle (Normal)	N/A
Horn Attack (Normal)	N/A
Double Kick (Fighting)	N/A
Poison Sting (Poison)	Level 19
Thrash (Normal)	Level 23

☐ **Spotted**
☐ **Caught**

035 CLEFAIRY
(Normal)

Found: Mt. Moon
Evolution: Clefable (use Moon Stone)
TMs: 1, 5, 6, 8, 9, 10, 11, 12, 13, 14, 17, 18, 19, 20, 22, 24, 25, 29, 30, 31, 32, 33, 34, 35, 38, 40, 44, 45, 46, 49, 50
HMs: 4, 5

Abilities

Pound (Normal)	N/A
Growl (Normal)	N/A
Sing (Normal)	Level 13
Doubleslap (Normal)	Level 18
Minimize (Normal)	Level 24
Metronome (Normal)	Level 31
Defense Curl (Normal)	Level 39
Light Screen (Psychic)	Level 48

☐ **Spotted**
☐ **Caught**

036 CLEFABLE
(Normal)

Found: Evolution
Evolution: N/A
TMs: 1, 5, 6, 8, 9, 10, 11, 12, 13, 14, 15, 17, 18, 19, 20, 22, 24, 25, 29, 30, 31, 32, 33, 34, 35, 38, 40, 44, 45, 46, 49, 50
HMs: 4, 5

Abilities

Pound (Normal)	N/A
Growl (Normal)	N/A
Sing (Normal)	Level 13
Doubleslap (Normal)	Level 18
Minimize (Normal)	Level 24
Metronome (Normal)	Level 31
Defense Curl (Normal)	Level 39
Light Screen (Psychic)	Level 48

☐ **Spotted**
☐ **Caught**

cut along the yellow line • cut along the yellow line • cut along the yellow line • cut along the yellow line • cut along the yellow line • cut along the yellow line

GAME BOY power

BUSTED!

fold along the vertical line

037 VULPIX
(Fire)

Found: ....Celadon City
Evolution: .Ninetales (use Fire Stone)
TMs: .6, 8, 9, 10, 20, 28, 31, 32, 33, 34, 38, 39, 40, 44, 50
HMs: ....N/A

Abilities

Ember (Fire)	N/A
Tail Whip (Normal)	N/A
Quick Attack (Normal)	N/A
Roar (Normal)	Level 21
Confuse Ray (Ghost)	Level 28
Flamethrower (Fire)	Level 35
Fire Spin (Fire)	Level 42

☐ Spotted
☐ Caught

038 NINETALES
(Fire)

Found: ....Evolution
Evolution: ....N/A
TMs: .6, 8, 9, 10, 15, 20, 28, 31, 32, 33, 34, 38, 39, 40, 44, 50
HMs: ....N/A

Abilities
Cannot learn alone

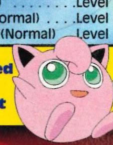
☐ Spotted
☐ Caught

039 JIGGLYPUFF
(Normal)

Found: ....Route 5, 6, 7, 8
Evolution: ...Wigglytuff (use Moon Stone)
TMs: 1, 5, 6, 8, 9, 10, 11, 12, 13, 14, 17, 18, 19, 20, 22, 24, 25, 29, 30, 31, 32, 33, 34, 38, 40, 44, 45, 46, 49, 50
HMs: 4, 5

Abilities

Sing (Normal)	N/A
Pound (Normal)	Level 9
Disable (Normal)	Level 14
Defense Curl (Normal)	Level 19
Doubleslap (Normal)	Level 24
Rest (Psychic)	Level 29
Body Slam (Normal)	Level 34
Double-Edge (Normal)	Level 39



☐ Spotted
☐ Caught

040 WIGGLYTUFF
(Normal)

Found: ....Celadon City
Evolution: ....N/A
TMs: 1, 5, 6, 8, 9, 10, 11, 12, 13, 14, 15, 17, 18, 19, 20, 22, 24, 25, 29, 30, 31, 32, 33, 34, 38, 40, 44, 45, 46, 49, 50
HMs: 4, 5

Abilities
Cannot learn alone

☐ Spotted
☐ Caught

097 HYPNO
(Psychic)

Found: ....Evolution
Evolution: ....N/A
TMs: 1, 5, 6, 8, 9, 10, 15, 17, 18, 19, 20, 29, 30, 31, 32, 33, 34, 35, 40, 42, 44, 45, 46, 49, 50
HMs: 5

Abilities

Pound (Normal)	N/A
Hypnosis (Psychic)	N/A
Disable (Normal)	N/A
Confusion (Psychic)	N/A
Head Butt (Normal)	N/A
Poison Gas (Poison)	Level 33
Psychic (Psychic)	Level 37
Meditate (Psychic)	Level 43

☐ Spotted
☐ Caught

098 KRABBY
(Water)

Found: .Seafoam Island, Routes 10, 25
Evolution: ..Kingler (Level 28)
TMs: ..3, 6, 8, 9, 10, 11, 12, 13, 14, 20, 31, 32, 34, 44, 50
HMs: 1, 3, 4

Abilities

Bubble (Water)	N/A
Leer (Normal)	N/A
Vicegrip (Normal)	Level 20
Guillotine (Normal)	Level 25
Stomp (Normal)	Level 30
Crab Hammer (Water)	Level 35
Harden (Normal)	Level 40

☐ Spotted
☐ Caught

099 KINGLER
(Water)

Found: .Seafoam Island, Routes 10, 25
Evolution: N/A
TMs: ..3, 6, 8, 9, 10, 11, 12, 13, 14, 15, 20, 31, 32, 34, 44, 50
HMs: 1, 3, 4

Abilities

Bubble (Water)	N/A
Leer (Normal)	N/A
Vicegrip (Normal)	Level 20
Guillotine (Normal)	Level 25
Stomp (Normal)	Level 34
Crab Hammer (Water)	Level 42
Harden (Normal)	Level 49

☐ Spotted
☐ Caught

100 VOLTORB
(Electric)

Found: ....Power Plant
Evolution: Electrode (Level 30)
TMs: 6, 9, 20, 24, 25, 30, 31, 32, 33, 34, 36, 39, 44, 45, 47, 50
HMs: 5

Abilities

Tackle (Normal)	N/A
Screech (Normal)	N/A
Sonicboom (Normal)	Level 17
Self Destruct (Normal)	Level 22
Light Screen (Psychic)	Level 29
Swift (Normal)	Level 36
Explosion (Normal)	Level 43

☐ Spotted
☐ Caught

041 ZUBAT
(Poison/Flying)

Found: .Mt. Moon, Rock Tunnel, Seafoam Island, Victory Road
Evolution: ..Golbat (Level 22)
TMs: ..2, 4, 6, 9, 10, 20, 21, 31, 32, 34, 39, 44, 50
HMs: ....N/A

Abilities

Leech Life (Bug)	N/A
Supersonic (Normal)	Level 10
Bite (Normal)	Level 15
Confuse Ray (Ghost)	Level 21
Wing Attack (Flying)	Level 28
Haze (Ice)	Level 36

☐ Spotted
☐ Caught

042 GOLBAT
(Poison/Flying)

Found: .Seafoam Island, Victory Road, Unknown Dungeon
Evolution: ....N/A
TMs: ..2, 4, 6, 9, 10, 15, 20, 21, 31, 32, 34, 39, 44, 50
HMs: ....N/A

Abilities

Leech Life (Bug)	N/A
Supersonic (Normal)	N/A
Bite (Normal)	N/A
Confuse Ray (Ghost)	N/A
Wing Attack (Flying)	Level 32
Haze (Ice)	Level 43

☐ Spotted
☐ Caught

043 ODDISH
(Grass/Poison)

Found: ..Routes 12, 13, 14, 15, 24, 25
Evolution: ..Gloom (Level 21)
TMs: .3, 6, 9, 10, 20, 21, 22, 31, 32, 33, 34, 44, 50
HMs: 1

Abilities

Absorb (Grass)	N/A
Poison Powder (Poison)	Level 15
Stun Spore (Grass)	Level 17
Sleep Powder (Grass)	Level 19
Acid (Poison)	Level 24
Petal Dance (Grass)	Level 33
Solar Beam (Grass)	Level 46

☐ Spotted
☐ Caught

044 GLOOM
(Grass/Poison)

Found: ..Routes 12, 13, 14, 15, Unknown Dungeon
Evolution: Vileplume (use Leaf Stone)
TMs: .3, 6, 9, 10, 20, 21, 22, 31, 32, 33, 34, 44, 50
HMs: 1

Abilities

Absorb (Grass)	N/A
Poison Powder (Poison)	N/A
Stun Spore (Grass)	N/A
Sleep Powder (Grass)	N/A
Acid (Poison)	Level 28
Petal Dance (Grass)	Level 38
Solar Beam (Grass)	Level 52

☐ Spotted
☐ Caught

101 ELECTRODE
(Electric)

Found: ....Power Plant
Evolution: N/A
TMs: 6, 9, 15, 20, 24, 25, 30, 31, 32, 33, 34, 36, 39, 40, 44, 45, 47, 50
HMs: 5

Abilities

Tackle (Normal)	N/A
Screech (Normal)	N/A
Sonicboom (Normal)	N/A
Self Destruct (Normal)	N/A
Light Screen (Psychic)	N/A
Swift (Normal)	Level 40
Explosion (Normal)	Level 50

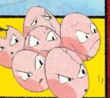
☐ Spotted
☐ Caught

102 EXEGGCUTE
(Grass/Psychic)

Found: ....Safari Zone
Evolution: Exeggutor (use Leaf Stone)
TMs: 6, 9, 10, 20, 29, 30, 31, 32, 33, 34, 36, 37, 44, 46, 47, 50
HMs: ....N/A

Abilities

Barrage (Normal)	N/A
Hypnosis (Psychic)	N/A
Reflect (Psychic)	Level 25
Leech Seed (Grass)	Level 28
Stun Spore (Grass)	Level 32
Poison Powder (Poison)	Level 37
Solar Beam (Grass)	Level 42
Sleep Powder (Grass)	Level 48



☐ Spotted
☐ Caught

103 EXEGGUTOR
(Grass/Psychic)

Found: ....Evolution
Evolution: ....N/A
TMs: 6, 9, 10, 15, 20, 21, 22, 29, 30, 31, 32, 33, 34, 36, 37, 44, 46, 47, 50
HMs: 4

Abilities

Barrage (Normal)	N/A
Hypnosis (Psychic)	N/A
Stomp (Normal)	Level 28

☐ Spotted
☐ Caught

104 CUBONE
(Ground)

Found: ..Lavender Town, Safari Zone
Evolution: Marowak (Level 28)
TMs: 1, 5, 6, 8, 9, 10, 11, 12, 13, 14, 17, 18, 19, 20, 26, 27, 28, 31, 32, 34, 38, 40, 44, 50
HMs: 4

Abilities

Bone Club (Ground)	N/A
Tail Whip (Normal)	N/A
Headbutt (Normal)	Level 18
Leer (Normal)	Level 25
Focus Energy (Normal)	Level 31
Thrash (Normal)	Level 38
Bonemerang (Ground)	Level 43
Rage (Normal)	Level 46

☐ Spotted
☐ Caught

045 VILEPLUME
(Grass/Poison)

Found: ....Evolution
Evolution: ....N/A
TMs: .3, 6, 9, 10, 15, 20, 21, 22, 31, 32, 33, 34, 44, 50
HMs: 1

Abilities
Cannot learn alone

☐ Spotted
☐ Caught

046 PARAS
(Bug/Grass)

Found: ....Mt. Moon, Seafoam Island, Safari Zone
Evolution: .Parasect (Level 24)
TMs: ..3, 6, 8, 9, 10, 20, 21, 22, 28, 31, 32, 33, 34, 40, 44, 50
HMs: 1

Abilities

Scratch (Normal)	N/A
Stun Spore (Grass)	Level 13
Leech Life (Grass)	Level 20
Spore (Bug)	Level 27
Slash (Normal)	Level 34
Growth (Normal)	Level 41

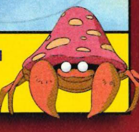
☐ Spotted
☐ Caught

047 PARASECT
(Bug/Grass)

Found: ..Safari Zone, Route 18, Unknown Dungeon
Evolution: ....N/A
TMs: ..3, 6, 8, 9, 10, 15, 20, 21, 22, 28, 31, 32, 33, 34, 40, 44, 50
HMs: 1

Abilities

Scratch (Normal)	N/A
Stun Spore (Grass)	N/A
Leech Life (Grass)	N/A
Spore (Bug)	Level 30
Slash (Normal)	Level 39
Growth (Normal)	Level 48



☐ Spotted
☐ Caught

048 VENONAT
(Bug/Poison)

Found: Routes 13, 14, 15, 24, 25
Evolution: ..Venomoth (L.31)
TMs:2, 4, 6, 9, 10, 15, 20, 21, 22, 29, 30, 31, 32, 33, 34, 39, 44, 46, 50
HMs: 4

Abilities

Tackle (Normal)	N/A
Disable (Normal)	N/A
Supersonic (Normal)	Level 11
Confusion (Psychic)	Level 19
Poison Powder (Poison)	Level 22
Leech Life (Grass)	Level 27
Stun Spore (Grass)	Level 30
Psybeam (Psychic)	Level 35
Sleep Powder (Grass)	Level 38
Psychic (Psychic)	Level 43

☐ Spotted
☐ Caught

105 MAROWAK
(Ground)

Found: ....Safari Zone
Evolution: ....N/A
TMs: 1, 5, 6, 8, 9, 10, 11, 12, 13, 14, 15, 17, 18, 19, 20, 26, 27, 28, 31, 32, 34, 38, 40, 44, 50
HMs: 4

Abilities

Growl (Normal)	N/A
Bone Club (Ground)	N/A
Tail Whip (Normal)	N/A
Headbutt (Normal)	N/A
Leer (Normal)	Level 25
Focus Energy (Normal)	Level 33
Thrash (Normal)	Level 41
Bonemerang (Ground)	Level 48
Rage (Normal)	Level 55

☐ Spotted
☐ Caught

106 HITMONLEE
(Fighting)

Found: ....Saffron City
Evolution: ....N/A
TMs: 1, 5, 6, 8, 9, 10, 17, 18, 19, 20, 31, 32, 34, 35, 39, 40, 44, 50
HMs: 4

Abilities:

Double Kick (Normal)	N/A
Meditate (Psychic)	N/A
Rolling Kick (Fighting)	Level 33
Jump Kick (Fighting)	Level 38
Focus Energy (Normal)	Level 43
Hi Jump Kick (Fighting)	Level 48
Mega Kick (Normal)	Level 53

☐ Spotted
☐ Caught

107 HITMONCHAN
(Fighting)

Found: ....Saffron City
Evolution: ....N/A
TMs: 1, 5, 6, 8, 9, 10, 17, 18, 19, 20, 31, 32, 34, 35, 39, 40, 44, 50
HMs: 4

Abilities

Comet Punch (Normal)	N/A
Agility (Psychic)	N/A
Fire Punch (Fire)	Level 33
Ice Punch (Ice)	Level 38
Thunder Punch (Electric)	Level 43
Mega Punch (Normal)	Level 48
Counter (Fighting)	Level 53

☐ Spotted
☐ Caught

108 LICKITUNG
(Normal)

Found: ....Unknown Dungeon
Evolution: ....N/A
TMs: .1, 3, 5, 6, 8, 9, 10, 11, 12, 13, 14, 15, 17, 18, 19, 20, 24, 25, 26, 27, 31, 32, 34, 38, 40, 44, 50
HMs: 1, 3, 4

Abilities

Wrap (Normal)	N/A
Supersonic (Normal)	N/A
Stomp (Normal)	N/A
Disable (Normal)	N/A
Defense Curl (Normal)	N/A
Slam (Normal)	N/A
Screech (Normal)	N/A

☐ Spotted
☐ Caught

g the yellow line • cut along the yellow line • cut along the yellow line • cut along the yellow line • cut along the yellow line • cut along the yellow line • cut a

GAME BOY power

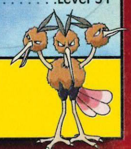
fold along the vertical line

BUSTED!

085 DODRIO
(Normal/Flying)

Found: Route 17
Evolution: N/A
TMs: 4, 6, 8, 9, 10, 15, 20, 31, 32, 33, 34, 40, 43, 44, 49, 50
HMs: 2

Abilities	
Peck (Flying)	N/A
Growl (Normal)	N/A
Fury Attack (Normal)	N/A
Drill Peck (Flying)	Level 30
Rage (Normal)	Level 39
Tri Attack (Normal)	Level 45
Agility (Psychic)	Level 51



☐ Spotted
☐ Caught

086 SEEL
(Water)

Found: Seafoam Island
Evolution: Dewgong (Level 34)
TMs: 6, 7, 8, 9, 10, 11, 12, 13, 14, 16, 20, 31, 32, 34, 40, 44, 50
HMs: 3, 4

Abilities	
Head Butt (Normal)	N/A
Growl (Normal)	Level 30
Aurora Beam (Ice)	Level 35
Rest (Psychic)	Level 40
Take Down (Normal)	Level 45
Ice Beam (Ice)	Level 50

☐ Spotted
☐ Caught

087 DEWGONG
(Water/Ice)

Found: Seafoam Island, Cinnabar Island
Evolution: N/A
TMs: 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 20, 31, 32, 34, 40, 44, 50
HMs: 3, 4

Abilities	
Head Butt (Normal)	N/A
Growl (Normal)	Level 30
Aurora Beam (Ice)	Level 35
Rest (Psychic)	Level 44
Take Down (Normal)	Level 50
Ice Beam (Ice)	Level 56

☐ Spotted
☐ Caught

088 GRIMER
(Poison)

Found: Power Plant, Cinnabar Island
Evolution: Muk (Level 38)
TMs: 6, 8, 20, 21, 24, 25, 31, 32, 34, 36, 38, 44, 47, 50
HMs: N/A

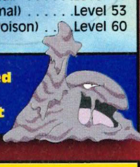
Abilities	
Pound (Normal)	N/A
Disable (Normal)	N/A
Poison Gas (Poison)	Level 30
Minimize (Normal)	Level 33
Sludge (Poison)	Level 37
Harden (Normal)	Level 42
Screech (Normal)	Level 48
Acid Armor (Poison)	Level 55

☐ Spotted
☐ Caught

089 MUK
(Poison)

Found: Power Plant, Cinnabar Island
Evolution: N/A
TMs: 6, 8, 15, 20, 21, 24, 25, 31, 32, 34, 36, 38, 44, 47, 50
HMs: N/A

Abilities	
Pound (Normal)	N/A
Disable (Normal)	N/A
Poison Gas (Poison)	Level 30
Minimize (Normal)	Level 33
Sludge (Poison)	Level 37
Harden (Normal)	Level 45
Screech (Normal)	Level 53
Acid Armor (Poison)	Level 60



☐ Spotted
☐ Caught

090 SHELLDER
(Water)

Found: Routes 17, 18, SS Anne (must be fished for)
Evolution: Cloyster (use Water Stone)
TMs: 6, 9, 10, 11, 12, 13, 14, 20, 30, 31, 32, 33, 34, 36, 39, 44, 47, 49, 50
HMs: 3

Abilities	
Tackle (Normal)	N/A
Withdraw (Water)	N/A
Supersonic (Normal)	Level 18
Clamp (Water)	Level 23
Aurora Beam (Ice)	Level 30
Leer (Normal)	Level 39
Ice Beam (Ice)	Level 50

☐ Spotted
☐ Caught

091 CLOYSTER
(Water/Ice)

Found: Evolution
Evolution: N/A
TMs: 6, 9, 10, 11, 12, 13, 14, 15, 20, 30, 31, 32, 33, 34, 36, 39, 44, 47, 49, 50
HMs: 3

Abilities:	
Tackle (Normal)	N/A
Withdraw (Water)	N/A
Spike Cannon (Normal)	Level 50

☐ Spotted
☐ Caught

092 GASTLY
(Ghost/Poison)

Found: Lavender Town
Evolution: Haunter (Level 25)
TMs: 6, 20, 21, 24, 25, 29, 31, 32, 34, 36, 42, 44, 46, 47, 50
HMs: N/A

Abilities	
Lick (Ghost)	N/A
Confuse Ray (Ghost)	N/A
Night Shade (Ghost)	N/A
Hypnosis (Psychic)	Level 27
Dream Eater (Psychic)	Level 35

☐ Spotted
☐ Caught

093 HAUNTER
(Ghost/Poison)

Found: Lavender Town
Evolution: Gengar (must be traded)
TMs: 6, 20, 21, 24, 25, 29, 31, 32, 34, 36, 42, 44, 46, 47, 50
HMs: N/A

Abilities	
Lick (Ghost)	N/A
Confuse Ray (Ghost)	N/A
Night Shade (Ghost)	N/A
Hypnosis (Psychic)	Level 29
Dream Eater (Psychic)	Level 38

☐ Spotted
☐ Caught

094 GENGAR
(Ghost/Poison)

Found: Evolution
Evolution: N/A
TMs: 1, 5, 6, 8, 9, 10, 15, 17, 18, 19, 20, 21, 24, 25, 29, 31, 32, 34, 35, 36, 40, 42, 44, 46, 47, 50
HMs: 4

Abilities	
Lick (Ghost)	N/A
Confuse Ray (Ghost)	N/A
Night Shade (Ghost)	N/A
Hypnosis (Psychic)	Level 29
Dream Eater (Psychic)	Level 38

☐ Spotted
☐ Caught

095 ONIX
(Rock/Ground)

Found: Rock Tunnel, Victory Road
Evolution: N/A
TMs: 6, 8, 9, 10, 20, 26, 27, 28, 31, 32, 34, 36, 40, 44, 47, 48, 50
HMs: 4

Abilities	
Tackle (Normal)	N/A
Screech (Normal)	N/A
Bind (Normal)	Level 15
Rock Throw (Rock)	Level 19
Rage (Normal)	Level 25
Slam (Normal)	Level 33
Harden (Normal)	Level 43

☐ Spotted
☐ Caught

096 DROWZEE
(Psychic)

Found: Route 11
Evolution: Hypno (Level 26)
TMs: 1, 5, 6, 8, 9, 10, 17, 18, 19, 20, 29, 30, 31, 32, 33, 34, 35, 40, 42, 44, 45, 46, 49, 50
HMs: 5

Abilities	
Pound (Normal)	N/A
Hypnosis (Psychic)	N/A
Disable (Normal)	N/A
Confusion (Psychic)	Level 17
Head Butt (Normal)	Level 24
Poison Gas (Poison)	Level 29
Psychic (Psychic)	Level 32
Meditate (Psychic)	Level 37

☐ Spotted
☐ Caught

049 VENOMOTH
(Bug/Poison)

Found: Routes 14, 15, Unknown Dungeon
Evolution: N/A
TMs: 2, 4, 6, 9, 10, 15, 20, 21, 22, 29, 30, 31, 32, 33, 34, 39, 44, 46, 50
HMs: 4

Abilities	
Disable (Normal)	N/A
Supersonic (Normal)	N/A
Confusion (Psychic)	N/A
Poison Powder (Poison)	N/A
Leech Life (Grass)	N/A
Stun Spore (Grass)	N/A
Psybeam (Psychic)	Level 38
Sleep Powder (Grass)	Level 43
Psychic (Psychic)	Level 50

☐ Spotted
☐ Caught

050 DIGLETT
(Ground)

Found: Diglett's Cave
Evolution: Dugtrio (Level 26)
TMs: 6, 8, 9, 10, 20, 26, 27, 28, 31, 32, 34, 44, 48, 50
HMs: 2

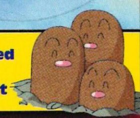
Abilities	
Scratch (Normal)	N/A
Growl (Normal)	N/A
Dig (Ground)	Level 19
Sand-Attack (Normal)	Level 24
Slash (Normal)	Level 31
Earthquake (Ground)	Level 40

☐ Spotted
☐ Caught

051 DUGTRIO
(Ground)

Found: Diglett's Cave, Route 11
Evolution: N/A
TMs: 6, 8, 9, 10, 15, 20, 26, 27, 28, 31, 32, 34, 44, 48, 50
HMs: 1

Abilities	
Scratch (Normal)	N/A
Growl (Normal)	N/A
Dig (Ground)	N/A
Sand-Attack (Normal)	N/A
Slash (Normal)	Level 35
Earthquake (Ground)	Level 47



☐ Spotted
☐ Caught

052 MEOWTH
(Normal)

Found: Not in this version of the game.
Evolution: Persian (Level 28)
TMs: 6, 8, 9, 10, 11, 12, 16, 20, 24, 25, 31, 32, 34, 39, 40, 44, 50
HMs: N/A

Abilities	
Scratch	N/A
Growl	N/A
Bite	12
Pay Day	17
Screech	24
Fury Swipes	33
Slash	44

☐ Spotted
☐ Caught

053 PERSIAN
(Normal)

Found: Not in Yellow
Evolution: N/A
TMs: 6, 8, 9, 10, 11, 12, 15, 16, 20, 24, 25, 31, 32, 34, 39, 40, 44, 50
HMs: N/A

Abilities	
Scratch	N/A
Growl	N/A
Bite	N/A
Pay Day	N/A
Screech	N/A
Fury Swipes	37
Slash	51

☐ Spotted
☐ traded

054 PSYDUCK
(Water)

Found: Route 6, while surfing on the water
Evolution: Golduck (Level 33)
TMs: 1, 5, 6, 8, 9, 10, 11, 12, 13, 14, 16, 17, 18, 19, 20, 28, 31, 32, 34, 39, 40, 44, 50
HMs: 4, 5

Abilities	
Scratch (Normal)	N/A
Tail Whip (Normal)	Level 28
Disable (Normal)	Level 31
Confusion (Psychic)	Level 36
Fury Swipes (Normal)	Level 43
Hydro Pump (Water)	Level 52

☐ Spotted
☐ Caught

055 GOLDUCK
(Water)

Found: Route 6, while surfing on the water
Evolution: N/A
TMs: 1, 5, 6, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 28, 31, 32, 34, 39, 40, 44, 50
HMs: 4, 5

Abilities	
Scratch (Normal)	N/A
Tail Whip (Normal)	Level 28
Disable (Normal)	Level 31
Confusion (Psychic)	Level 39
Fury Swipes (Normal)	Level 48
Hydro Pump (Water)	Level 59

☐ Spotted
☐ Caught

056 MANKEY
(Fighting)

Found: Routes 3, 4, 22, 23
Evolution: Primeape (Level 28)
TMs: 1, 5, 6, 8, 9, 10, 16, 17, 18, 19, 20, 24, 25, 28, 31, 32, 34, 35, 39, 40, 44, 48, 50
HMs: 4

Abilities	
Scratch (Normal)	N/A
Leer (Normal)	N/A
Low Kick (Fighting)	Level 9
Karate Chop (Normal)	Level 15
Fury Swipes (Normal)	Level 21
Focus Energy (Normal)	Level 27
Seismic Toss (Fighting)	Level 33
Thrash (Normal)	Level 39
Screech (Normal)	Level 45

☐ Spotted
☐ Caught

057 PRIMEAPE
(Fighting)

Found: Route 23
Evolution: N/A
TMs: 1, 5, 6, 8, 9, 10, 15, 16, 17, 18, 19, 20, 24, 25, 28, 31, 32, 34, 35, 39, 40, 44, 48, 50
HMs: 4

Abilities	
Scratch (Normal)	N/A
Leer (Normal)	N/A
Low Kick (Fighting)	N/A
Karate Chop (Normal)	N/A
Fury Swipes (Normal)	N/A
Focus Energy (Normal)	Level 28
Seismic Toss (Fighting)	Level 37
Thrash (Normal)	Level 45
Screech (Normal)	Level 46

☐ Spotted
☐ Caught

058 GROWLITHE
(Fire)

Found: Cinnabar Island
Evolution: Arcanine (use Fire Stone)
TMs: 6, 8, 9, 10, 20, 23, 28, 31, 32, 33, 34, 38, 39, 40, 44, 50
HMs: N/A

Abilities	
Bite (Normal)	N/A
Roar (Normal)	N/A
Ember (Fire)	N/A
Leer (Normal)	N/A
Take Down (Normal)	Level 30
Agility (Psychic)	Level 39
Flamethrower (Fire)	Level 50

☐ Spotted
☐ Caught

059 ARCANINE
(Fire)

Found: Evolution
Evolution: N/A
TMs: 6, 8, 9, 10, 15, 20, 23, 28, 30, 31, 32, 33, 34, 38, 39, 40, 44, 50
HMs: N/A

Abilities
Cannot learn alone

☐ Spotted
☐ Caught

060 POLIWAG
(Water)

Found: Viridian City, Routes 22, 23 (fish for it)
Evolution: Poliwhirl (Level 25)
TMs: 6, 8, 9, 10, 11, 12, 13, 14, 20, 29, 31, 32, 34, 40, 44, 46, 50
HMs: 3

Abilities	
Bubble (Water)	N/A
Hypnosis (Psychic)	Level 16
Water Gun (Water)	Level 19
Doubleslap (Normal)	Level 25
Body Slam (Normal)	Level 31
Amnesia (Psychic)	Level 38
Hydro Pump (Water)	Level 45

☐ Spotted
☐ Caught

fold along the vertical line

061 POLIWHIRL
(Water)

Found: Routes 22, 23 (must be fished for)
Evolution: Poliwrath (use Water Stone)
TMs: 1, 5, 6, 8, 9, 10, 11, 12, 13, 14, 17, 18, 19, 20, 26, 27, 29, 31, 32, 34, 35, 40, 44, 46, 50
HMs: 3, 4

Abilities

Bubble (Water)	N/A
Hypnosis (Psychic)	Level 16
Water Gun (Water)	Level 19
Doubleslap (Normal)	Level 26
Body Slam (Normal)	Level 33
Amnesia (Psychic)	Level 41
Hydro Pump (Water)	Level 49

☐ **Spotted**
☐ **Caught**

062 POLIWRATH
(Water)

Found: Evolution
Evolution: N/A
TMs: 1, 5, 6, 8, 9, 10, 11, 12, 13, 14, 15, 17, 18, 19, 20, 26, 27, 29, 31, 32, 34, 35, 40, 44, 46, 50
HMs: 3, 4

Abilities

Bubble (Water)	N/A
Hypnosis (Psychic)	Level 16
Water Gun (Water)	Level 19

☐ **Spotted**
☐ **Caught**

063 ABRA
(Psychic)

Found: Routes 5, 6, 7, 8, Celadon City
Evolution: Kadabra (Level 16)
TMs: 1, 5, 6, 8, 9, 10, 17, 18, 19, 20, 29, 30, 31, 32, 33, 34, 35, 40, 44, 45, 46, 49, 50
HMs: 5

Abilities

Teleport (Psychic)	N/A

☐ **Spotted**
☐ **Caught**

064 KADABRA
(Psychic)

Found: Route 8
Evolution: Alakazam (must be traded to evolve)
TMs: 1, 5, 6, 8, 9, 10, 17, 18, 19, 20, 28, 29, 30, 31, 32, 33, 34, 35, 40, 44, 45, 46, 49, 50
HMs: 5

Abilities

Kinesis (Psychic, only if caught in the wild)	N/A
Confusion (Psychic)	Level 16
Disable (Normal)	Level 20
Psybeam (Psychic)	Level 27
Recover (Normal)	Level 31
Psychic (Psychic)	Level 38
Reflect (Psychic)	Level 42

☐ **Spotted**
☐ **Caught**

065 ALAKAZAM
(Psychic)

Found: Evolution
Evolution: N/A
TMs: 1, 5, 6, 8, 9, 10, 15, 17, 18, 19, 20, 28, 29, 30, 31, 32, 33, 34, 35, 40, 44, 45, 46, 49, 50
HMs: 5

Abilities

Teleport (Psychic)	N/A
Kinesis (Psychic)	???
Confusion (Psychic)	Level 16
Disable (Normal)	Level 20
Psybeam (Psychic)	Level 27
Recover (Normal)	Level 31
Psychic (Psychic)	Level 38
Reflect (Psychic)	Level 42

☐ **Spotted**
☐ **Caught**

066 MACHOP
(Fighting)

Found: Route 10, Rock Tunnel
Evolution: Machoke (Level 28)
TMs: 1, 5, 6, 8, 9, 10, 17, 18, 19, 20, 26, 27, 28, 31, 32, 34, 35, 38, 40, 44, 48, 50
HMs: 4

Abilities

Karate Chop (Normal)	N/A
Low Kick (Fighting)	Level 20
Leer (Normal)	Level 25
Focus Energy (Normal)	Level 32
Seismic Toss (Fighting)	Level 39
Submission (Fighting)	Level 46

☐ **Spotted**
☐ **Caught**

067 MACHOKE
(Fighting)

Found: Route 5, Victory Road
Evolution: Machamp (must be traded to evolve)
TMs: 1, 5, 6, 8, 9, 10, 17, 18, 19, 20, 26, 27, 28, 31, 32, 34, 35, 38, 40, 44, 48, 50
HMs: 4

Abilities

Karate Chop (Normal)	N/A
Low Kick (Fighting)	Level 20
Leer (Normal)	Level 25
Focus Energy (Normal)	Level 36
Seismic Toss (Fighting)	Level 44
Submission (Fighting)	Level 52

☐ **Spotted**
☐ **Caught**

068 MACHAMP
(Fighting)

Found: Evolution
Evolution: N/A
TMs: 1, 5, 6, 8, 9, 10, 15, 17, 18, 19, 20, 26, 27, 28, 31, 32, 34, 35, 38, 40, 44, 48, 50
HMs: 4

Abilities

Karate Chop (Normal)	N/A
Low Kick (Fighting)	Level 20
Leer (Normal)	Level 25
Focus Energy (Normal)	Level 36
Seismic Toss (Fighting)	Level 44
Submission (Fighting)	Level 52

☐ **Spotted**
☐ **Caught**

069 BELLSPROUT
(Grass/Poison)

Found: Routes 12, 13, 14, 15, 24, 25
Evolution: Weepinbell (L.21)
TMs: 3, 6, 9, 10, 20, 21, 22, 31, 32, 33, 34, 44, 50
HMs: 1

Abilities

Vine Whip (Grass)	N/A
Growth (Normal)	N/A
Wrap (Normal)	Level 13
Poison Powder (Poison)	Level 15
Sleep Powder (Grass)	Level 18
Stun Spore (Grass)	Level 21
Acid (Poison)	Level 26
Razor Leaf (Grass)	Level 33
Slam (Normal)	Level 42

☐ **Spotted**
☐ **Caught**

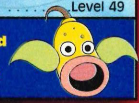
070 WEEPINBELL
(Grass/Poison)

Found: Routes 12, 13, 14, 15, Unknown Dungeon
Evolution: Victreebel (use Leaf Stone)
TMs: 3, 6, 9, 10, 20, 21, 22, 31, 32, 33, 34, 44, 50
HMs: 1

Abilities

Growth (Normal)	N/A
Wrap (Normal)	N/A
Poison Powder (Poison)	N/A
Sleep Powder (Grass)	N/A
Stun Spore (Grass)	Level 23
Acid (Poison)	Level 29
Razor Leaf (Grass)	Level 38
Slam (Normal)	Level 49

☐ **Spotted**
☐ **Caught**



071 VICTREEBEL
(Grass/Poison)

Found: Evolution
Evolution: N/A
TMs: 3, 6, 8, 9, 10, 15, 20, 21, 22, 31, 32, 33, 34, 44, 50
HMs: 1

Abilities

Cannot learn alone

☐ **Spotted**
☐ **Caught**

072 TENTACOOL
(Water/Poison)

Found: Pallet Town, Viridian City, Vermilion City, SS Anne, Routes 11, 13, 19, 20, Seafoam Island, Cinnabar Island, Route 21
Evolution: Tentacruel (L.30)
TMs: 3, 6, 9, 10, 11, 12, 13, 14, 20, 21, 31, 32, 33, 34, 40, 44, 50
HMs: 1, 3

Abilities

Supersonic (Normal)	Level 7
Wrap (Normal)	Level 13
Poison Sting (Poison)	Level 18
Water Gun (Water)	Level 22
Constrict (Normal)	Level 27
Barrier (Psychic)	Level 33
Screech (Normal)	Level 40
Hydro Pump (Water)	Level 48

☐ **Spotted**
☐ **Caught**

073 TENTACRUEL
(Water/Poison)

Found: Routes 19, 20, 21 (must be fished for)
Evolution: N/A
TMs: 3, 6, 9, 10, 11, 12, 13, 14, 15, 20, 21, 31, 32, 33, 34, 40, 44, 50
HMs: 1, 3

Abilities

Acid (Poison)	N/A
Supersonic (Normal)	N/A
Wrap (Normal)	N/A
Poison Sting (Poison)	N/A
Water Gun (Water)	N/A
Constrict (Normal)	N/A
Barrier (Psychic)	Level 35
Screech (Normal)	Level 43
Hydro Pump (Water)	Level 50

☐ **Spotted**
☐ **Caught**

074 GEODUDE
(Rock/Ground)

Found: Mt. Moon, Rock Tunnel, Victory Road
Evolution: Graveler (Level 25)
TMs: 1, 6, 8, 9, 10, 17, 18, 19, 20, 26, 27, 28, 31, 32, 34, 35, 36, 38, 44, 47, 48, 50
HMs: 4

Abilities

Tackle (Normal)	N/A
Defense Curl (Normal)	Level 11
Rock Throw (Rock)	Level 16
Self Destruct (Normal)	Level 21
Harden (Normal)	Level 26
Earthquake (Ground)	Level 31
Explosion (Normal)	Level 36

☐ **Spotted**
☐ **Caught**

075 GRAVELER
(Rock/Ground)

Found: Victory Road, Unknown Dungeon
Evolution: Golem (must be traded to evolve)
TMs: 1, 6, 8, 9, 10, 17, 18, 19, 20, 26, 27, 28, 31, 32, 34, 35, 36, 38, 44, 47, 48, 50
HMs: 4

Abilities

Tackle (Normal)	N/A
Defense Curl (Normal)	N/A
Rock Throw (Rock)	N/A
Self Destruct (Normal)	N/A
Harden (Normal)	Level 29
Earthquake (Ground)	Level 36
Explosion (Normal)	Level 43

☐ **Spotted**
☐ **Caught**

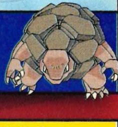
076 GOLEM
(Rock/Ground)

Found: Evolution
Evolution: N/A
TMs: 1, 5, 6, 8, 9, 10, 15, 17, 18, 19, 20, 26, 27, 28, 31, 32, 34, 35, 36, 38, 44, 47, 48, 50
HMs: 4

Abilities

Tackle (Normal)	N/A
Defense Curl (Normal)	N/A
Rock Throw (Rock)	N/A
Self Destruct (Normal)	N/A
Harden (Normal)	Level 29
Earthquake (Ground)	Level 36
Explosion (Normal)	Level 43

☐ **Spotted**
☐ **Caught**



077 PONYTA
(Fire)

Found: Route 17
Evolution: Rapidash (Level 40)
TMs: 6, 7, 8, 9, 10, 20, 31, 32, 33, 34, 38, 39, 40, 44, 50
HMs: N/A

Abilities

Ember (Fire)	N/A
Tail Whip (Normal)	Level 30
Stomp (Normal)	Level 32
Growl (Normal)	Level 35
Fire Spin (Fire)	Level 39
Take Down (Normal)	Level 43
Agility (Psychic)	Level 48

☐ **Spotted**
☐ **Caught**

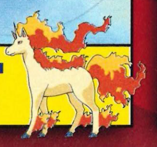
078 RAPIDASH
(Fire)

Found: Evolution
Evolution: N/A
TMs: 6, 7, 8, 9, 10, 15, 20, 31, 32, 33, 34, 38, 39, 40, 44, 50
HMs: N/A

Abilities

Ember (Fire)	N/A
Tail Whip (Normal)	N/A
Stomp (Normal)	N/A
Growl (Normal)	N/A
Fire Spin (Fire)	N/A
Take Down (Normal)	Level 47
Agility (Psychic)	Level 55

☐ **Spotted**
☐ **Caught**



079 SLOWPOKE
(Water/Psychic)

Found: Route 12, Route 13, Seafoam Island
Evolution: Slowbro (Level 37)
TMs: 6, 8, 9, 10, 11, 12, 13, 14, 16, 20, 26, 27, 28, 29, 30, 31, 32, 33, 34, 38, 39, 40, 44, 45, 46, 49, 50
HMs: 3, 4, 5

Abilities

Confusion (Psychic)	N/A
Disable (Normal)	Level 18
Head Butt (Normal)	Level 22
Growl (Normal)	Level 27
Water Gun (Water)	Level 33
Amnesia (Psychic)	Level 40
Psychic (Psychic)	Level 48

☐ **Spotted**
☐ **Caught**

080 SLOWBRO
(Water/Psychic)

Found: R. 12, 13, Seafoam Island
Evolution: N/A
TMs: 1, 5, 6, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 26, 27, 28, 29, 30, 31, 32, 33, 34, 38, 39, 40, 44, 45, 46, 49, 50
HMs: 3, 4, 5

Abilities

Confusion (Psychic)	N/A
Disable (Normal)	Level 18
Head Butt (Normal)	Level 22
Growl (Normal)	Level 27
Water Gun (Water)	Level 33
Withdraw (Water)	Level 37
Amnesia (Psychic)	Level 44
Psychic (Psychic)	Level 55

☐ **Spotted**
☐ **Caught**

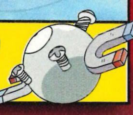
081 MAGNEMITE
(Electric)

Found: Route 10, Power Plant
Evolution: Magneton (Level 30)
TMs: 6, 9, 10, 20, 24, 25, 30, 31, 32, 33, 34, 39, 44, 45, 50
HMs: 5

Abilities

Tackle (Normal)	N/A
Sonicboom (Normal)	Level 21
Thundershock (Electric)	Level 25
Supersonic (Normal)	Level 29
Thunder Wave (Electric)	Level 35
Swift (Normal)	Level 41
Screech (Normal)	Level 47

☐ **Spotted**
☐ **Caught**



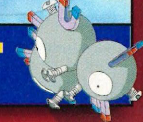
082 MAGNETON
(Electric)

Found: Power Plant
Evolution: N/A
TMs: 6, 9, 10, 15, 20, 24, 25, 30, 31, 32, 33, 34, 39, 44, 45, 50
HMs: 5

Abilities

Tackle (Normal)	N/A
Sonicboom (Normal)	N/A
Thundershock (Electric)	N/A
Supersonic (Normal)	N/A
Thunder Wave (Electric)	Level 38
Swift (Normal)	Level 46
Screech (Normal)	Level 54

☐ **Spotted**
☐ **Caught**



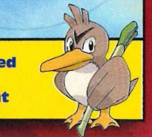
083 FARFETCH'D
(Normal/Flying)

Found: Routes 12, 13
Evolution: N/A
TMs: 2, 3, 4, 6, 8, 9, 10, 20, 31, 32, 33, 34, 39, 40, 44, 50
HMs: 1, 2

Abilities

Peck (Flying)	N/A
Sand-Attack (Normal)	N/A
Leer (Normal)	N/A
Fury Attack (Normal)	N/A
Swords Dance (Normal)	N/A
Agility (Psychic)	Level 31
Slash (Normal)	Level 39

☐ **Spotted**
☐ **Caught**



084 DODUO
(Normal/Flying)

Found: Routes 16, 17, 18
Evolution: Dodrio (Level 31)
TMs: 4, 6, 8, 9, 10, 20, 31, 32, 33, 34, 40, 43, 44, 49, 50
HMs: 2

Abilities

Peck (Flying)	N/A
Growl (Normal)	N/A
Fury Attack (Normal)	Level 24
Drill Peck (Flying)	Level 30
Rage (Normal)	Level 36
Tri Attack (Normal)	Level 40
Agility (Psychic)	Level 44

☐ **Spotted**
☐ **Caught**

SAVE 15%!

DON'T DELAY SUBSCRIBE TODAY!

Take out a subscription to GAME BOY POWER and you not only save 15% on the cover price, but you also get to see the mag before it hits the shops! To subscribe, just filling the form below and send a cheque or postal order for £21.89, made payable to Quay Magazine Publishing Ltd.

£1.99
A BASKETFUL OF THUNDERBIRDS GOODIES MUST BE WON! DVDs, VIDEOS, FIGURES AND DIE-CAST VEHICLES UP FOR GRABS...
GAME BOY power
FORMERLY KNOWN AS GAME THE GAME BOY COLOR MAG
POKÉMON TRADING CARD GAME
reviewed and rated!
SOLUTION POKEMON YELLOW
now you can catch 'em all!
THUNDERBIRDS ARE GO!
international rescue raid the game boy color
ZELDA!
three new zelda games revealed!
MICRO MACHINES V3
is this the best racer ever?
issue 5 • still only £1.99
reviewed this issue
SPIDER-MAN, ISS 2000, POP N' POP JIMMY WHITE'S CUEBALL, BUFFY THE VAMPIRE SLAYER, JUNGLE BOOK, DISNEY'S ALADDIN AND MANY MORE!
Quay

SUBSCRIPTION FORM

I would like to subscribe to GAME BOY POWER starting from issue...............

I enclose a cheque/postal order for £21.89 made payable to Quay Magazine Publishing Ltd.

Send my marvellous mags to:

Title ....Name ....
Address ....
....
....
Postcode ....
Tel ....
e-mail ....

Send your order to: Subscriptions Department (GAME Magazine),
Quay Magazine Publishing Ltd,
22 Strand Street,
Poole,
Dorset
BH15 1SB

☐ Tick here if you prefer not to receive mailings from carefully selected companies.
We accept photocopies of this form

#5

BACK ISSUES

Complete your collection of GAME BOY POWER...

WIN!
GAME
THE GAME BOY COLOR MAG
PIKA WHO? PIKACHU!
EXCLUSIVE!
ENTER THE POKE FILES
TOMB RAIDER
CATZ DOGZ

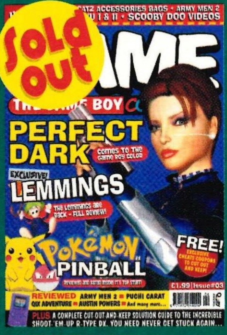
ISSUE ONE

Pokémon Yellow Reviewed! Also: Warioland III, Rainbow Six, MTV Sports, Tomb Raider, Le Mans 24 Hours, Roland Garros Tennis, Pro Pool and more!

WIN!
GAME
THE GAME BOY COLOR MAG
POKéMON GOLD & SILVER
WACKY RACES
DRIVER
ODDWORLD ADVENTURES 2
8 NEW POKEFILES!

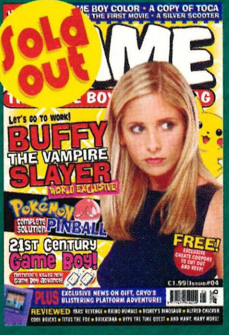
ISSUE TWO

Pokémon Gold and Silver – New Characters Revealed! Also: Pokémon Championship, Pokémon Movie 2000, IK+2000, TOCA, Triple Play 2001, Asterix, Croc and more!


sold out
PERFECT DARK
LEMMINGS
POKéMON PINBALL
FREE!

ISSUE THREE

Perfect Dark, Lemmings, Pokemon Pinball, Qix Adventure, Army men 2 and Puchi Carat reviewed. Complete solution to R-Type DX. Pokémon Championship feature.


sold out
BUFFY THE VAMPIRE SLAYER
POKéMON PINBALL
21st CENTURY Game Boy!
FREE!

ISSUE FOUR

Buffy the Vampire Slayer, Pokémon Pinball solution, Game Boy Advance feature, Yar's Revenge, Daikatana, Alfred Chicken, Titus the Fox, Cool Bricks, Rhino Rumble and more...

The price of back issues is £2.50 in the UK, £3.00 inside the European Union and £3.50 for the rest of the world.

GAME Magazine

Issue One . . . . copies, £ . . . .
Issue Two . . . . copies, £ . . . .

Name..
Address ....
....
....
Postcode ....
Tel ....

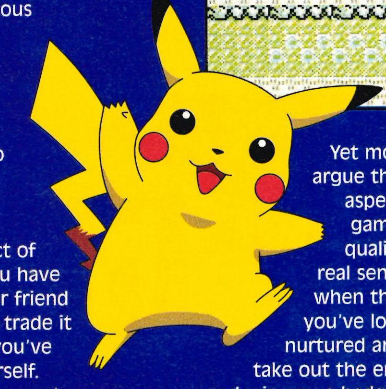
Send your order to: Back Issues Department (GAME BOY POWER),
Quay Magazine Publishing Ltd,
22 Strand Street, Poole, Dorset BH15 1SB

classic game revisited

POKÉMON RED & BLUE

These aren't just games, they're legends! It's unbelievable how they've caught the gamers' imaginations and created a new phenomenon. But what makes them so popular? To be frank, there are as many answers to that question as there are Pokémon Masters. Some point to the collecting aspects of the game, seeking out that elusive Pokémon and adding it to your Pokédex. There's nothing more satisfying than tracking down a mysterious monster that's eluded you for ages, finally trapping it in your Pokéball and adding it to your collection. Other Masters point to the swapping aspect of the game. If you have a Pokémon your friend hasn't, you can trade it for a monster you've yet to find yourself. Indeed, as some creatures can only be found in one cart or the other, this is essential if you're to get all 151 Pokémon.

GBHQ! Gramps!
Smell you later!



Yet more Masters argue the fighting aspect is the game's chief quality. You get a real sense of pride when the Pokéteam you've lovingly nurtured and trained take out the enemy squad and win you a badge. It's a real tribute to your skills and genuine edge-of-your-seat stuff. Maybe they're all wrong and it's the adventure aspect of the game that's the key to its success. Everyone loves those 'on safari' wildlife programmes where they go into the jungle and film the animals. *Pokémon Red/Blue* is like making your own, exploring the terrain, learning about the various Pokémon's habits in order to track them down. Whatever it is, there's one thing on which all Pokémon Masters agree. *Pokémon Red* and *Blue* are truly classic games.

NEXT MONTH

Ateeeeeen-shun! Fall in for two new games featuring my lovely boys, the plastic soldiers!

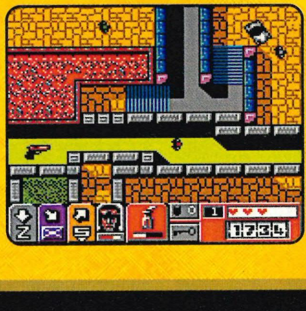
THE ARMY MEN ARE BACK!

TWO NEW AUSTIN POWERS GAMES!

"Let's hope they're better than the last two, baby!"

MORE CAR-THEFT THRILLS!

Grand Theft Auto returns in a gripping sequel to the heart-stopping car crime original. Have you got what it takes to cut it in the criminal underworld?



ON SALE
7TH DECEMBER 2000

Editor
Ian Osborne
ian.osborne@quaynet.co.uk

Contributor
Saul Trewern, Russell Barnes,
Karen Wyatt, Greg Howson

Design
DMC Agency
thestudio@dmc-agency.co.uk

Advertising
Neil Harris
neil.harris@quaynet.co.uk

Circulation Manager
Karen Wyatt
karen.wyatt@quaynet.co.uk

Managing Director
Neil Harris
neil.harris@quaynet.co.uk

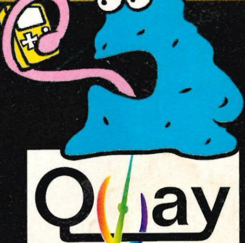
Published by
Quay Magazine Publishing Ltd
22 Strand Street, Poole
BH15 1SB
Tel: (01202) 679000
Fax: (01202) 679002
Distributed by
Seymour Distribution

Game Boy Power is a fully independent publication and is in no way an officially-licensed Nintendo product. The views expressed herein are not necessarily those of Nintendo or its third-party software publishers or developers.

All Pokémon artwork ©1995, 1996 and 1998 Nintendo, CREATURES, GAME FREAK™ & ®are trademarks of Nintendo. ©1999 Nintendo

No part of this magazine may be reproduced without the written permission of the publisher.

© Quay Magazine Publishing Ltd



Quay
MAGAZINE PUBLISHING
A QUALITY PUBLICATION

UK's BIGGEST
& BEST VALUE SERVICE

CHEATMASTER & CHEATMISTRESS
PRESENT

INTERACTIVE TELCOM

CHEATS & TIPS FOR OVER 3000 GAMES

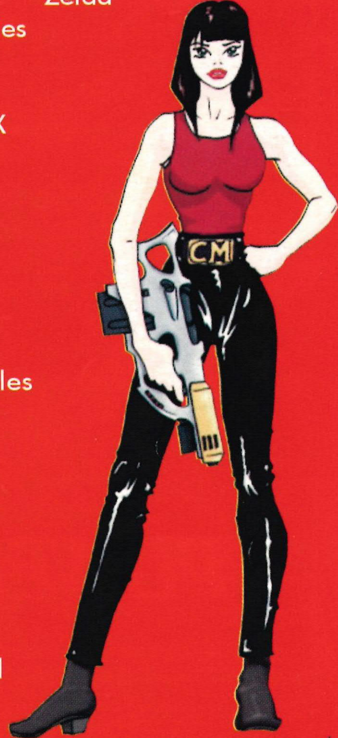
CHEATS UNLIMITED

GAMEBOY CHEATS, TIPS & WALKTHROUGH GUIDES

A SIMPLE CALL AND YOU'VE GOT THE CHEAT!

CHEAT MASTER

A
A Bug's Life
Adams Family
Adventure Island 2
Alleyway
Altered Space
Animaniacs
Antz
Armorines
Army Men Sarge's Her.
Asterix
B
Bart Simpson's Esc.C.D.
Bomberman
Bubble Bobble 2
Bugs Bunny
Burai Fighter
Bust a Move 2
C
Captain Planet
Casper
Castlevania Adventure
Choplifter 2
D
Daedialin Opus
Donkey Kong
Donkey Kong Land
Donkey Kong Land 2
Donkey Kong Land 3
Dragon Warrior Monst.
Duke Nukem
E
ECW Hardcore Rev.
Elevator Action
Evel Knieval
F
F1 Race
Final Fantasy Legend 2
G
Game & Watch Gallery
Game Boy Camera
Gauntlet 2
Gex3 Deep Pock.Gecko
Gex Enter the Gecko
Godzilla
Godzilla The Series
Grand Theft Auto
H
Harvest Moon
J
James Bond 007
K
Killer Instinct
Kirby's Pinball Land
L
Lemmings
Lethal Weapon
Link's Awakening Zelda
M
Mario Clash
Mario Golf
Men in Black
Metal Gear Solid
Metroid 2
Mickey's Racing Adv.
Mr Nutz
N
NBA Jam
NBA Jam 99
Ninja Boy 2
O
Oddworld Adventures
P
Pac In Time
Parodius
Penguin Boy
Pipe Dream
Pitfall
Pitfighter
Play Action Football
Pocket Bomberman
Pocohontas
Pokemon
Pokemon Pinball
Pokemon Yellow
Power Modeller
Prince of Persia
Puzzlemaster
R
Rugrats
S
Small Soldiers
Space Invaders
Star Wars: Episode 1
Star Wars: Yoda Stories
Stranded Kids
Sumo Fighter
Super Mario Bros. DX
Super Mario Land
Super Mario Land 2
T
T2: Judgement Day
Tamagotchi
Tarzan
Tazmanian Devil
Teen. Mut. Ninja Turtles
Tennis
Tetris
Tetris Attack
The Legend of Zelda
The Pagemaster
The Simpsons
Tom and Jerry
Toy Story 2
Turok 2: Seeds of Evil
Turok: Rage Wars
U
Ultra Golf
Urban Strike
W
Wario Land
Wario Land 2
Worms Armageddon
WWF Attitude
WWF Warzone
WWF W'mania 2000
Z
Zelda



THE ABOVE LIST IS JUST A SAMPLE OF WHAT'S ON OFFER

TIME SAVING FUNCTIONS FOR USE DURING YOUR CALL PRESS * TO RESTART SERVICE PRESS # TO MOVE BACK A STEP

INTERNATIONAL ACCESS:
+44 (0)700 5900 020

PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER
09066 098 206

MOBILE PHONE ACCESS:
0700 5900 615

PERSONS AGED UNDER 16 CALL THIS NUMBER ONLY
09066 098 303

Calls to the above numbers cost 60p per minute

DC - GBC - N64 - PC - PSX - PS2 - SATURN

Please ensure you have permission of the bill payer. Calls to the under 16 number have a maximum cost of £3.00 and will be terminated by forced release after 5 minutes. No restrictions apply to the over 16 number. Ensure you are calling from a touch tone phone. Please put comments or queries in writing to Interactive Telcom Ltd., 8 Grants Walk, PL25 5AA or call our
Customer Service: 08700 885 656

Get a free magazine at www.cheatsunlimited.com

watch FOX KIDS

SABAN'S POWER RANGERS LIGHTSPEED RESCUE™

POWER RANGERS RESCUE READY!

NOW ON

NINTENDO64 · GAME BOY COLOR · PlayStation®

DAMAGE ENERGY
DAMAGE ENERGY

TONS OF GAME MODES

OVER 20 LEVELS OF POWER RANGERS ACTION

HUGE BOSS BATTLES

PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. Nintendo®, the official seal, Nintendo 64 and the 3-D "N" logo are trademarks of Nintendo Co.,Ltd. Nintendo®, Game Boy™ and the official seal are trademarks of Nintendo Co., Ltd. TM & © 2000 Saban. Power Rangers and all related titles, logos, characters, names, and distinctive likenesses thereof are the exclusive property of Saban Entertainment, Inc. and Saban International N.V. All rights reserved. THQ and the THQ logo are trademarks of THQ Inc. All rights reserved. Power Rangers Lightspeed Rescue™ – Game and Software ©2000 THQ Inc.

THQ

www.thq.co.uk/powerrangers